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Your Guide to

interactive
excitement

INTERAction

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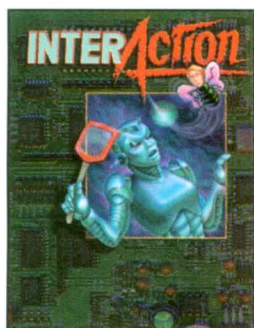
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ON THE COVER

Roger Wilco is back in *Space Quest V: The Next Mutation*. Looking at *InterAction* illustrator

Terry Robinson's depiction of Roger's metamorphosis and predicament, you might think it's the last mutation. Find out more on page 24.



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THE INSIDE VIEW

Editor's Note: Do the initials MPC, CDI, CDTV, VIS, SEGA, NES, SNES or 3DO mean anything to you? Should you care? Ken Williams, President and founder of Sierra On-Line Inc, tries to make some sense of the alphabet soup that represents interactive entertainment today.

How would you feel if you went shopping for recorded music one day and discovered you couldn't listen to a new CD by your favorite artist because the format was different than your stereo system? Imagine if you had to buy entirely different sound systems to listen to country or rock or classical music. Imagine if, every time your favorite artist came out with a new recording, you had to invest hundreds of dollars to upgrade your stereo, just to listen to it?

Fortunately for all of us, the music industry doesn't work this way. A CD is a CD and a cassette is a cassette and you can get virtually any title on either format.

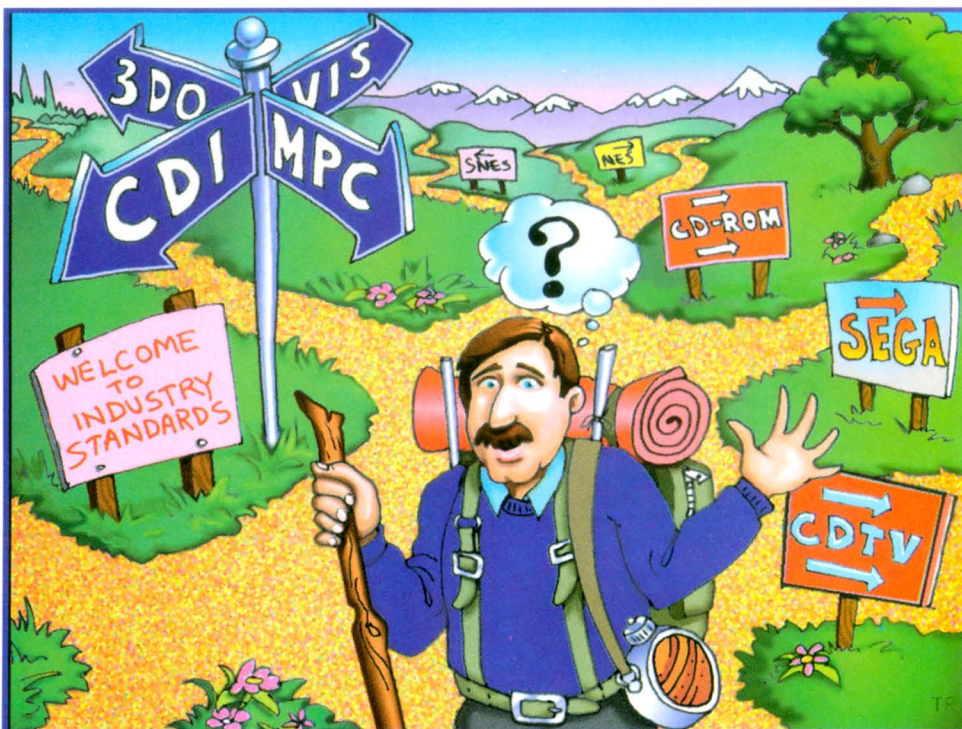
The computer industry has a lot to learn from this. As it is, you need one system to play *King's Quest VI*, another to play *Sonic the Hedgehog*, another to play *Super Mario*, and a fourth to take advantage of all the great reference and educational CDs that are coming out.

Most experts agree CDs are the format of the future for interactive entertainment, but the number of choices for CD gaming (and interactive entertainment in general) is already numbing. And as the number of formats increases, so does the anxiety of the consumer who legitimately worries that he may buy a system that will become obsolete in another year or so.

Welcome to the jungle of Industry Standards in the computer business.

Do I have the right system? Is there one right answer?

The idea for this article comes from Roberta, who is in the living room yelling at me about all the clutter on top of the television. We have a Nintendo 8-bit, a Super NES 16-bit, a Sega Genesis (with a CD-ROM drive), a CDI player and a Tandy VIS machine. All of these are connected to the family television. She has given me a mandate to "cut back to one device" and get rid of the others. She is tired of all the cables running everywhere and of not being able to figure out how to turn on the VCR anymore.



I have always attempted to have the latest in consumer electronics at home. Although Sierra doesn't make video game cartridges, we do plan to support Segas and Nintendos with CD-ROM drives. Therefore we need to have at home the latest video game systems and the latest computers.

Roberta is right about the TV, though. There are too many different devices. And what is on top of the TV is only a small sampling. Every time I turn around there seems to be another new machine coming out. No matter what you buy it seems to be obsolete, or needs to be upgraded a year down the road. If you own a 386, you find you need a 486 to play the next game in your favorite series. If you own a Nintendo, you find the hottest software requires that you buy a Super Nintendo instead. The worst part is that these things are expensive.

What are today's standards?

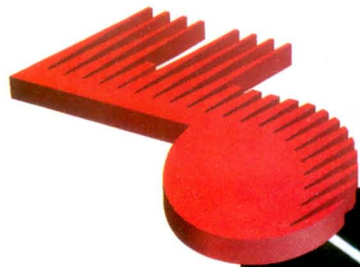
Most homes that have a computer also have a video game system. Essentially all households in America with children have a video game system, either a Sega or a Nintendo. The Sega 8-bit system is now obsolete and has been replaced by the Sega



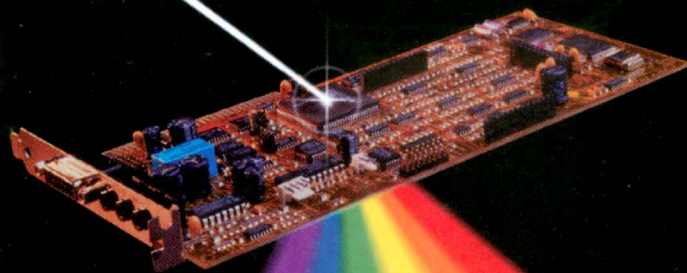
Complete multimedia upgrade kits usually contain a good sound card and all the software you'll need. But are IBM CDs the future of games?



Multimedia games like King's Quest VI are redefining the game experience, but will your system be able to handle games next year?



At the source of the rainbow... lies an AdLib Gold



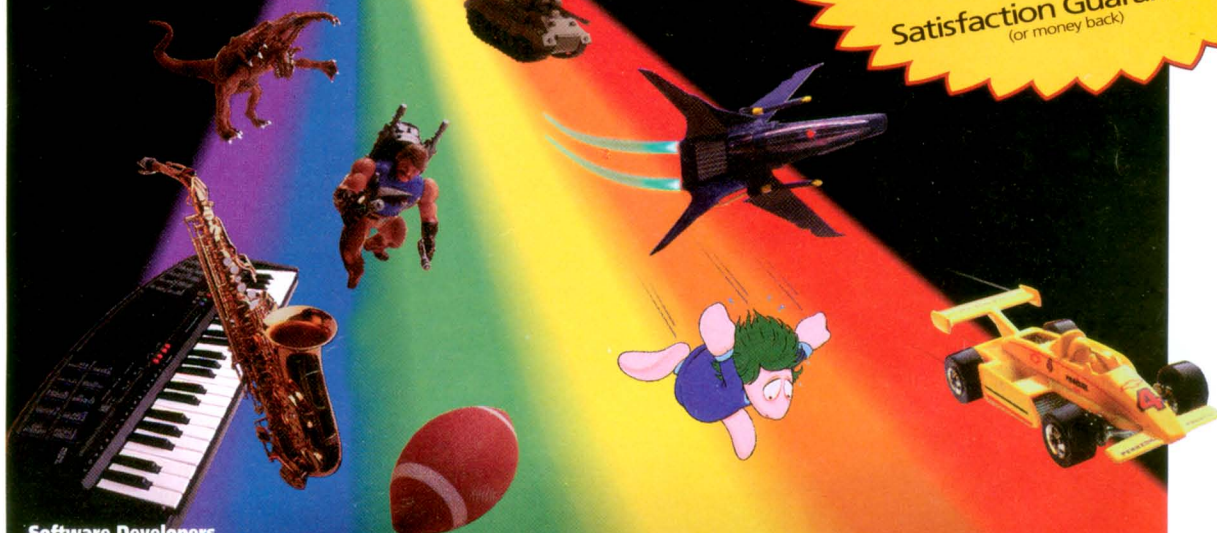
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Genesis 16-bit system. Nintendo 8-bit cartridges can still be found but are fading away quickly. The Super NES is today's dominant Nintendo machine. A CD-ROM drive is now available for the Sega and is expected in the next year for the Super NES. The Super NES and the Sega Genesis are both great systems. I have favorite games on each of them.

"Everytime I turn around there seems to be another new device coming out. No matter what you buy it seems to be obsolete, or need to be upgraded, a year down the road."

As to computers, there are really only two choices for home entertainment or education; Macintosh and IBM compatible (which I'll refer to as just IBM for the balance of the article, although I really mean all the hundreds of different IBM compatible brands of computers). Mac is an awesome machine and infinitely easier to use than an IBM. However, there are significantly fewer Mac's around than IBM's, so fewer games come out for the Mac.

I wouldn't seriously consider a Mac as a home machine, if gaming is important to you. There are many great educational products on Mac but only a few great games. We at Sierra keep producing games for the Macintosh but have considered dropping support more than once, because of the small market size. I'm not sure why the Mac hasn't caught on as a game machine, but it hasn't. Another market I'm not very supportive of is the Amiga computer, which is almost completely dead in the U.S.

CDs: The Future of Interactive Entertainment and Education

I predict that within two years almost all games and educational products will be sold on a CD, regardless of whether the game runs on a computer or a video game system. In other words, if you want to stick with your IBM, Sega or SNES, and want to be able to run the hottest new games, plan on spending money to buy a CD-ROM drive upgrade. On an IBM this will run you around \$500. For a Sega it'll cost around \$300. Nintendo hasn't shipped theirs yet, but my guess is that it will be similar in cost to Sega's.

Why do I think the market will consolidate to CD-ROM? The answer is simple. Because it's about a million times

better than floppy or cartridge. One CD-ROM holds as much as 400 floppy disks or 1,200 typically sized cartridges. With this increased size the game can be better. Better graphics, better sound and better gameplay. For educational products, speech is critical to teaching many topics. There really isn't a way to do any large amount of speech on a cartridge or floppy.

An added reason for the shift to CD is that they are cheaper to manufacture. They are also easier to operate than floppies. It is getting impossible to find space on hard drives for today's huge games. With a CD you just pop the game in the drive and start playing, saving your hard drive for other uses.

What about upgrading my IBM compatible computer?

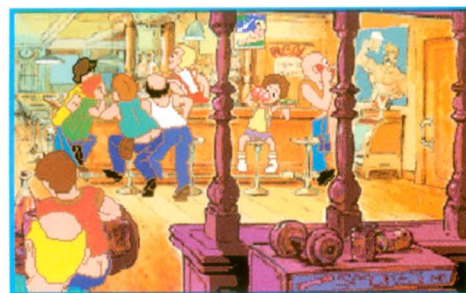
Sierra derives 95% of our revenue from IBM computers. Therefore, an assumption might be that we would like to see the future be a CD-ROM equipped IBM compatible. I'm not sure how I feel about this. There are a few problems associated with adding a CD-ROM to your IBM. You don't just need a CD-ROM drive, you also need a music card. My earlier \$500 estimate will get you both if you shop around enough. But, once you get your CD home you need to install it. This will require changes to your CONFIG.SYS file and use up some of your machine's valuable memory. Some programs you've been using will stop working due to not having enough memory.

There isn't that much software available for CD and much of what's available isn't very good. Some software is what I call 'shovelware', floppy software shoveled onto a CD. It doesn't really exploit the power of a CD-ROM equipped system. I do not mean to dissuade you from rushing out to buy a CD-ROM drive, I just am forewarning you that all will not be perfect. Our best products will be the CD-ROM versions of our games. Having played *King Quest VI* CD, I could never again be satisfied with the floppy version.

So, is that it then? Isn't it obvious what to do? Isn't the answer to start saving for a CD-ROM upgrade to your computer? Perhaps.



Tandy's VLS system can run great games like *King's Quest V*, as well as many educational titles.



The new Sega CD drive is best suited to action games, but adventure games like *Willy Beamish* run great on it, too.

What about adding a CD-ROM drive to my video-game system?

This is the cheapest and easiest way to see what a CD-ROM drive can do is to add a CD-ROM drive to your Sega or Nintendo system. Some of the titles are just cartridges on a CD, but others, like our *Willy Beamish* Sega CD are completely different.

"CD's are the format of the future for interactive entertainment, but the number of choices for CD gaming is already numbing."

What other options are there?

There are whole new machines starting to come on the market. Have you seen the ads for the new CD-ROM based machines that work with your TV? Commodore announced a CD-ROM based version of the Amiga called CDTV. There is one from Philips called CDI (Compact Disk

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Interactive). Tandy has one called VIS (Video Information System). Commodore has the CDTV (Compact Disc for TV). Electronic Arts, Time-Warner, AT&T and Matsushita are working together on a device called 3DO which won't be out until this Christmas.

"A certain amount of confusion is understandable, we are at the birth of a major new industry."

These CD-only devices each cost around \$700. They don't work in conjunction with your computer or video game system, you just connect them to your TV and start playing. CDI and VIS are in stores now and have plenty of software available. Neither has been a hit yet, possibly because no one really understands what they are. I think most people know what a computer or a video game system is, but are confused about what these devices do and why they might want one. You may want to consider whether to upgrade your computer or video game system, or if you should consider buying one of these CD-only devices.

We Still Need Standards!

I spoke at the start of this article about the need for standardization. None of the devices I have described are software compatible. What this means to you is that a CD for an IBM won't work in a Sega CD player, or a 3DO player. Each device's CDs are only for that device. There is no standardization. Companies like mine have to program for each machine, which is extremely expensive (a cost that is ultimately passed on to game players). Plus, no one machine will run all the games, so no matter what you buy you'll never be able to run everything. You also run the risk if you buy one of these that it will quickly become obsolete. Already Commodore's CDTV appears to have fallen well below expectations.

A certain amount of confusion is understandable, we are at the birth of a major new industry. What we think of today as a computer or a video game system will someday assume a much more important role in our homes.

I foresee a day when there is one home entertainment device which combines the functions of a CD-AUDIO player, VCR, video game system and computer. I am used to thinking of the term software as meaning "a computer program and its related data." This is a very narrow definition. I remember a few years back when the Japanese company Sony was acquiring the American film company, Columbia Pictures. The press kept referring to it as Sony moving into the software business. At first I thought Columbia must have a electronic entertainment division, but then realized that in the film business they think of a movie as software that runs on hardware called a VCR. Music can be thought of as software that runs on hardware called CD-players. And, I guess you could think of a book as software for your eyes, without stretching the definition too far.

So, if books, records, films and even computer games are all software, then why not one piece of hardware that works with all of them? I see this device as being connected to the outside world, either through your telephone or over cable TV.

"Choose the machine you want to buy based on two things; momentum within the industry and software availability."

There will be two ways of getting software into your home, by buying (or renting) a CD, or directly over cable. You will have access to enormous libraries of information. You will be able to play games, learn Spanish, listen to music, watch a movie or look something up in the encyclopedia all on the same device.

Of all the devices I've looked at, only the 3DO seems to fit this vision. Until it is available we won't be able to see if it delivers on this promise.

Which CD-ROM Should You Get?

For now, choose the machine you want to buy based on two things; momentum within the industry and software availability. Here's a few options you may wish to consider:

- **IBM or Mac CD-ROMS:** Games running on computers tend to be much more sophisticated than games on video game systems. Flight Simulators and Adventure games are best played on a computer. CD-ROM may change this.

- **Sega or Nintendo:** Limited memory and computing power but graphics hardware

which allows for special effects which computers can't do. For instance, the scrolling in Super Mario or Sonic is almost impossible on an IBM. Action games are better on video game systems. FRP type games seem to run well on both platforms.

- **Tandy VIS** has its roots in the computer industry so most of the product running on it has a computer feel. Its strength is on the education side, running products like multimedia encyclopedias.

- **3DO** has all the fancy graphic hardware of a video game system and the processing horsepower of a computer.

One big question for me is the availability of a modem. Longer-term, I foresee devices connecting to the outside world through two-way cable TV. But, for now, a modem is the only solution, and only computers have modems. Also, you need a keyboard. If you haven't played a multiplayer game, it's a completely different feeling. (Allow me a brief commercial here. If you have an IBM and a modem then call 800-SIERRA1 (800-

743-7721) for a few free hours of modem-based gaming. There's no commitment and it's an unbelievably cool experience. These other platforms are going to have to offer a modem or never be "the ultimate gaming platform.")

To summarize, the trend is towards CD. Within a couple of years you will be forced to buy some CD-ROM based machine if you want to run the latest games and educational products. You can either upgrade your existing machine or buy a CD-only device. Buy carefully because not all platforms will survive and you may get caught with an obsolete machine.

Good Luck!



Ken Williams
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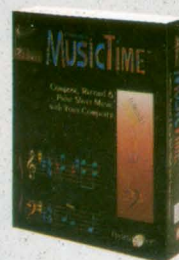


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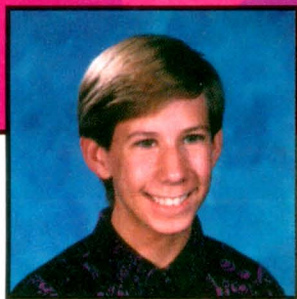
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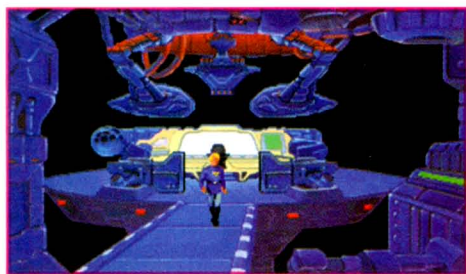
Editor's Note: Chris is Roberta and Ken Williams' 13 year old son. He wants to be involved in the computer entertainment industry someday and volunteered to lend a teenager's slant to the pages of this magazine.

By: Chris Williams

Well, I'm back to tell what I think is the best game at this time. This time I'm going to tell about *Space Quest V*, as you may have guessed. *Space Quest V* starts off with you flying around exploring space when you're attacked by a bunch of strike ships. Commander Quirk then comes up on the screen in front of you and asks what you are doing in the simulator. I bet you thought the ship was going to get blown up and land on a planet, and that would be the start. Instead you start off in school learning to be a starcon captain (here's a hint: after you get out of the simulator you go to your class and take a test, the only way to get past it is to cheat).

Eventually you become captain and become the head of the SCS Eureka traveling through space going were no man has gone before, doing good deeds, vanquishing villains, and altogether being a hero. Oops, wrong story all you do is fly around picking up trash. Until Arnoida Robo Schwartz (the female version of Arnoid Robo Schwartz) attacks you because of forgery in *Space Quest II*. Well that's the beginning of *Space Quest V* and about as far as I've gotten.

I bet that everyone who plays *Space Quest V* will probably pass me in the same amount of time that I've played. So far I've been playing for about six hours over the space of two weeks, and I just finished off Arnoida (I never was very good at adventure games though I do like them). Now I'll tell the overall thing you're trying to accomplish in *Space Quest V*, or at least as much as I know.



When Roger leaves the Bridge simulator, the going gets tough in *Space Quest V: The Next Mutation*.

Someone's been dumping toxic waste everywhere so you have to stop them, if you live long enough to get there. Also, You meet the woman that Roger's son showed him in *Space Quest IV* (also known as his [future(though I don't know far in the future (they weren't together in *Space Quest X*)] wife). Well that's as much as I know concerning what you're trying to do. The next paragraph you don't have to read but I would suggest you all read the last one (the next one is for the people who wrote to me).

I'm finished with that so now I can go on to something else. I want to thank all of you who wrote to me because that's what got me this second column. I tried to answer all of the letters on TSN, but I never got around to writing back to most of the letters received by mail. I lost some of them (sorry) so I'll try to remember where all of them were from. I had one from Cairo which had a crossword puzzle in it, I think two from Canada, one from Belgium (I never had time to check your spelling), and two from Massachusetts.

Here's a preview. In my next column I'm going to write about *Freddy Pharkas*:

Frontier Pharmacist. After that I think my moms game *Phantasmagoria* is going to be in here (I'm not sure though). Probably none of you have heard of that one so I'm going to tell a bit about it. It's pretty much going to be the first real horror game (yes my mom can do horror not just *King's Quest*). It's also going to be rated R which is why I know I will write about it to teens. The only catch is that It's going to only come out on CD so I would suggest that everyone rush out and get a CD-ROM drive (you should start now because it takes a while to set one up). Well I'm finished, so bye all.

Write and let me know what you think of my article. I don't answer all my mail but I read it.

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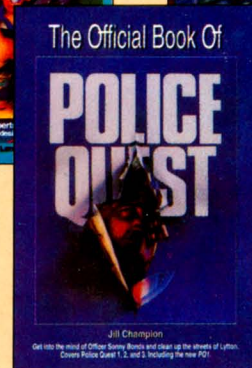
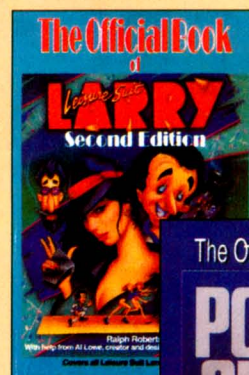
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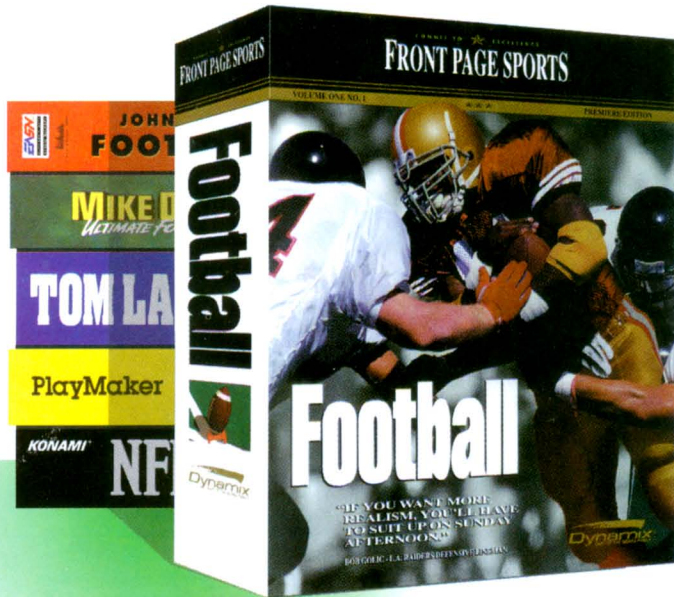
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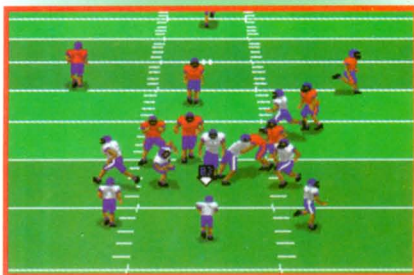
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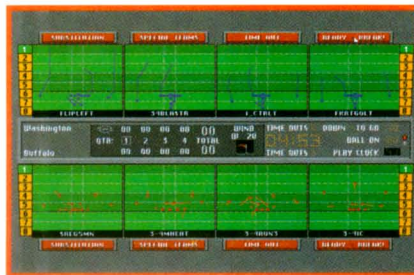
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—Computer Game Review



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—PC Games Magazine



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—VideoGames & Computer Entertainment

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CORRESPONDENCE



Questing for Sierra Soundtracks

Being a Sierra fan/game player, I look forward to reading every issue of your *InterAction* magazine. The articles and reviews are great!...Also, I want to congratulate you on all the beautiful work you have done in all the games you have brought out in the past two years, including all the hand-painted art. I'm breathless on the music and sound effects of *Space Quest IV*, *King's Quest V* and *VI*. Is there any way of purchasing a CD soundtrack to any of these games?

Jason S. Loiselle
Lexington, KY

p.s. Keep on developing those great games.

I think I have fallen in love! Would that Alexander was around to rescue me. Seriously though, what a wonderful game you have produced. It has kept me glued to my computer from day one. The graphics and music are superb. As to the plots, some were very devious and some very funny (I have to keep doing the "Stick in the Mud" fight and the Guardians for my youngest son, who thinks they are hilarious). A good working knowledge of fairy tales and mythology certainly helped.

One point: have you ever thought about releasing some of the music to your games on record? I cannot get the "Girl in the Tower" out of my head, and my eldest son goes around singing the *Space Quest* music, not to mention "Ra, Ra Amon Ra" and your opening theme...

H. N. Hopwood
(on behalf of a Sierra-addicted family)
Houston, TX

Music fans are in luck! The best selections of Sierra's award-winning soundtracks are now available on compact disc! The *Sierra Soundtrack Collection* features "Girl in the Tower" (the King's Quest VI theme), and themes from King's Quest V, Quest for Glory, Conquests of Camelot, Conquests of the Longbow, Codename: Iceman, and Police Quest II. The CD can be ordered directly from Sierra at 1-800-326-6654. — Ed.

Go ahead... Mac My Day

I am the owner of a Macintosh LC. I have a question. How come almost all

games made by your company come out on the IBM ages before they come out on the Macintosh?

I have been a fan of the games you produce but have been disappointed by how long I have to wait for games to come out on the Mac. Is it because I shop at a certain store (particularly Egghead) that doesn't come out with games for the Mac after a while?

I have been going to Egghead almost every week for the last month looking for *Island of Dr. Brain*, but I have yet to find it. Yet when I look in the IBM section there are many copies. Some games I have never seen for the Mac, like the *Police Quest* series. I am very worried when *Space Quest V* comes out I will have a very hard time finding it (the *Space Quest* series just happens to be my favorite series).

I am asking for you to bring more games out for the Mac.

Thank you,
Eli Van Allen
Los Angeles, CA

Stuart Moulder, who headed up Sierra's Mac team before moving over to a special assignment at TSN, replies: "I'm glad you enjoy the Mac versions of our Sierra games. For the past few months we have been working very hard to make our Mac games better and more Mac-like than ever. The good news is that we are nearly finished and ready to release our best Mac games to date. The first game you should see is King's Quest VI. King's Quest VI will run faster than our previous Mac games. It boasts an improved Mac interface that takes better advantage of Mac menus, the mouse and keyboard shortcuts. We are also adding QuickTime support for King's Quest VI and I guarantee the opening movie will blow you away. You haven't been able to find *Island of Dr. Brain* yet because we haven't done it. However, once we launch the Mac version of KQVI, we will turn our efforts to converting several of the PC games that you and others have been waiting for."

Of Dogfighting and Doghouses

Please give the gang at Dynamix my sincere thanks for the great flight simulations.

I have *A-10*, *Aces*, and *Red Baron* on my hard drive, and enjoy them tremendously. Thanks to the great manuals included with each game, I have also learned some

interesting and totally useless (according to my spouse) history.

Linda (the aforementioned spouse) had previously complained of being a football widow. The acquisition of the flight simulators from Sierra/Dynamix has indeed placed me in a perilous position. Lately, I have overheard mumbled threats that include words like Sierra, computers, and doghouse.

Perhaps the proverbial final straw will be the several hundred dollars I spent upgrading my 386SX to a 486DX.

I am impatiently awaiting the mission builders for *Red Baron* and *Aces*. And wouldn't it be great if Dynamix developed a Mission Recorder for *A-10*?

Well, Linda promised to take me for a walk after I finished my Friskies.

Thanks again from the doghouse,
Chris Erickson
Juneau, AK

Good news and bad news, Chris: The good news is Dynamix is currently working on A-10 Tank Killer, Ver. 2.0 and the Mission Recorder is one feature that's being considered. Watch these pages for more details.

The bad news is this probably won't improve things on the homefront. (However, we game players have found that flowers and occasional dinners out, do wonders!) Since we hate to be the source marital disharmony, may we suggest you play a season or two of Front Page Sports Football between aerial campaigns? See if Linda won't join in for a game. (This may not get you out of the doghouse, but you'll have fun playing FPS Football.) — Ed.

CORRECTIONS

1. There was an inadvertent error in the football comparison chart on page 20 of the Winter, 1992, issue of *InterAction*. The chart should have read that *NFL Pro League* features both a Quick-Play option and modem play. While we made every effort to provide an up-to-date comparison, our researchers apparently were unaware of the enhancements to the current version of *NFL Pro League*. We regret the error.

2. The WWII:1946 article credited to Bob Lindstrom in the Winter, 1992, issue of *InterAction* was actually written by John Bruning.

You get so much out of it because we put so much into it.

Falcon 3.0
Awards
of Distinction

Computer Gaming World
Simulation
of the Year 1992

PC Games
Best Flight Simulation
of '92

PC Magazine
"A Best Product" of 1992

MultiMedia World
Readers Choice
Award 1992

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7 CompuServe
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We could tell you about the superb graphics we put into Falcon® 3.0. And the incredibly real F-16 feel. And the sensational scope that delivers everything from Instant Action arcade excitement to plotting your own Red Flag training missions to engaging in a different campaign every time you play. But we couldn't say it half as well as the critics have said it. Look at the high marks they've given Falcon 3.0.

"The visuals during flight are awesome." JIM DOUGLAS, ACE

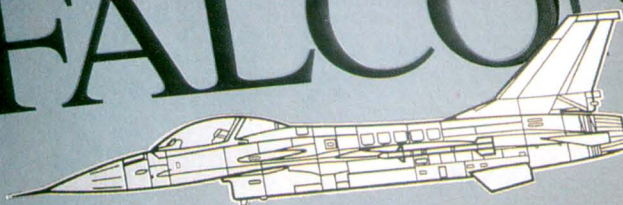
"If you aren't in the armed services—and maybe even if you are—this is as close as you can come to flying the Falcon."

PETER OLAFSON, COMPUTE

"The graphics are stunning, the sound is incredible and the game play is a rush."

DAVID ETHEL, VIDEO GAMES & COMPUTER ENTERTAINMENT

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"Be excited. Falcon 3.0 makes other efforts in this genre seem like test runs for the real thing."

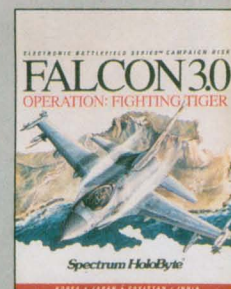
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"The most complete and accurate jet fighter simulation to be found this side of a security clearance. Period."

RICHARD SHEFFIELD, COMPUTE

"The most appealing aspect is the realism. This is as true to life as I've seen on a computer."

COMPUTER GAME REVIEW EDITORS



Now Falcon 3.0 takes you places you've never flown before.

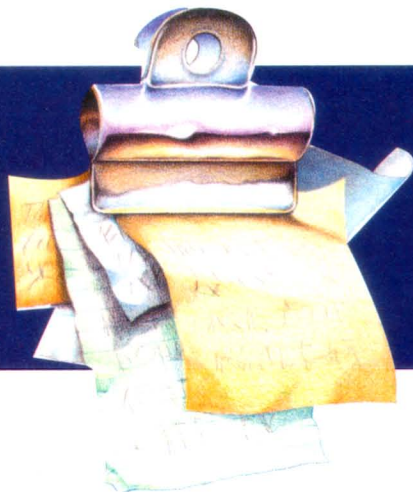
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NEWS NOTES

Computer Gaming World Editor Meets His Match on TSN

While the addictive nature of computer games has probably been the cause for more than one divorce, it's nice to know it's also been the beginning for more than one happy marriage.

Alan Emrich, Assistant Editor for *Computer Gaming World* magazine, has joined the growing ranks of those who've met their future mates on *The Sierra Network*, Sierra's on-line, multi-player game network. Alan was married to Julie Roach on December 27, 1992, in Anaheim, CA. The wedding was conducted by Dr. Johnny L. Wilson, Editor of *Computer Gaming World*.

The romance began on TSN while Alan was researching an article for CGW. During an on-line poker game, Alan met Julie's mother, Donna, a Sysop (system operator) for the network. Alan told Donna all about life in Southern California while Donna filled him in on life in Battle Creek, Michigan. During the conversation, Donna also spoke glowingly of her daughter.

A few weeks later, Alan met a "Julie R" on TSN and quickly realized it was the same daughter he'd heard about from Donna. While chatting on-line, they noted similarities that, as they put it, "only have a right to exist in a Twilight Zone script". The two continued their conversation on the phone and exchanged pictures. They planned to meet in Las Vegas in December.

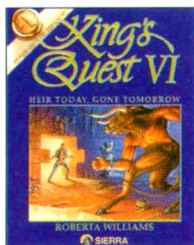
Before the actual meeting took place, however, Alan and Julie found true love. The planned meeting became a planned wedding.

"Everybody at TSN is delighted," said John Williams, Vice President of Marketing for *The Sierra Network*. "TSN has now been the beginning of several marriages. If this keeps up, we'll have to expand the *ImagiNation* map to include a wedding chapel."

SIERRA AND DYNAMIX SWEEP SPA NOMINATIONS

Five of the hottest titles from Sierra and Dynamix have made the final nomination list for the annual awards presented by the Software Publishers of America. *The nominees are:*

Best FRP/Adventure

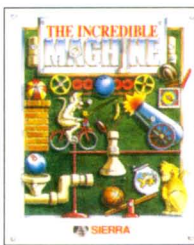


King's Quest VI: Heir Today, Gone Tomorrow (Sierra)

A richly detailed game of discovery and adventure for the whole family that breaks new ground in game design and technology. Every choice you make affects your future options and the attitudes and actions of characters you encounter. Depending on your skills and the decisions you make, your adventure can follow dozens of different storylines, with nearly half of the possible events optional. "...colorful, complex, deep, difficult, perplexing...KQ6 is a landmark computer game."

— *Questbusters*

Best Strategy Program & Best Ed Tool Program

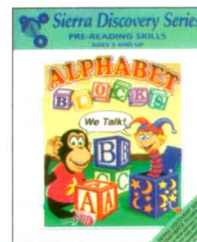


The Incredible Machine (Sierra)

Want to build a better mousetrap? Here's a mind-tickling cross between a puzzle-solving computer erector set and a Rube Goldberg come to life that is fun, addicting and educational. Using such items as hamster-powered motors, errant bowling balls, gears and pulleys, and explosives, your goal is to construct machines which accomplish tasks like freeing a cat from a cage or exercising mice or bursting balloons. "In my opinion, this is one of the best games of the year!"

— *Computer Game Review*

Best Early Ed Program

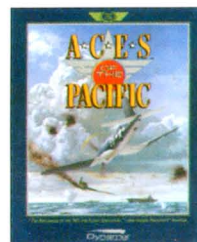


Alphabet Blocks (Sierra)

A revolutionary educational program that teaches young learners all the letters and sounds of the alphabet, the basic rules of the "game" of reading. It is the first program on the subject to use both digitized speech and animation with accurate, synchronous facial expressions and features intelligent recognition and coaching in problem areas. "It's been a solid hit with our underage experts."

— *MacUser*

Best Simulation Program

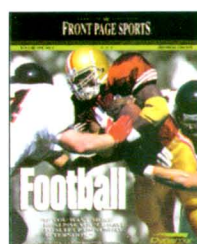


Aces of the Pacific (Dynamix)

An incredibly detailed combat flight simulator which covers carrier operations, torpedo attacks, anti-ship and ground strikes, interceptor and escort missions, as well as dogfights against top historical aces in W.W.II. Its 240-page manual contains historical notes, photos, maps, pilot profiles, tactics, technical specifications, and color illustrations. "Aces of the Pacific is smooth, solid, and handsome — the best air-combat game I've encountered."

— *Computer Shopper*

Best Sports Program

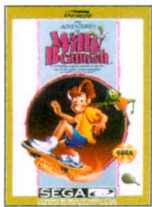


Front Page Sports: Football (Dynamix)

A wonderfully comprehensive simulation that lets you tackle all of pro-football, from drafting teams and forming leagues to designing plays and running the action on the field. Its elaborate artificial intelligence notes patterns and counteracts player strategies, learning as it plays. It can even calculate areas of weakness and exploit them. "FPS: Football is one of the most visually stunning and realistic simulations of the sport I have ever played."

— *Video Games & Computer Entertainment*

Willy Beamish and Gir Draxon Show Up on Sega CD



Dynamix has released its first title for the new Sega CD system and the second release is due out soon.

The Adventures of Willy Beamish is available now, and Electronic Games has described it as "one of the best initial releases for the Sega CD". The new Willy CD boasts some hot new features, developed especially for the Sega CD release.

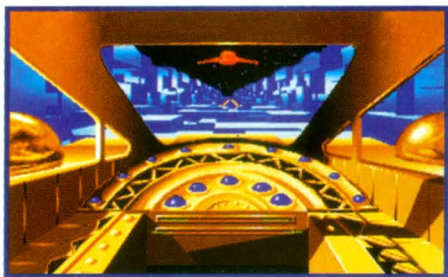
The entire crazed cast of characters speaks now, with the dialogue recorded by a host of professional actors and the action enhanced by on-screen lip-syncing. New songs and background scores have also been added.

An all-new arcade sequence has also been added. Created especially for the Sega CD version, the rapid-fire, tongue-in-cheek, game-within-a-game "K'NOIDTRIX" will satisfy the most ardent thumb-twitchers out there.

Speaking of hot arcade action, *Stellar 7* will become Dynamix' next Sega CD title this spring. Stay tuned for more info.

New Sierra Game *Inca* Wins Paris Graphics Award

Inca, the stunning new action-adventure hybrid game, published by Sierra, captured the "Best Graphics" award at the Supergames show, held in Paris in November, 1992. The game, developed by the French game company Coktel Vision, is already a sensation in Europe.



Inca features spectacular point of view arcade simulations, matched with detailed video-captures and surreal outer space settings. The game casts you as an ancient warrior, piloting a gold spaceship across time and space, fighting conquistadors in the far reaches of the universe. Read more about this unusual and enthralling adventure on page 43.

The Incredible Machine Featured in Engineering Contest

The Society of Professional Engineer's celebrated National Engineering Week by hosting a contest to see who could build the best contraption on *The Incredible Machine*, the new Sierra game that lets players solve create working machines, using bizarre elements like balloons, scissors, candles, monkeys, hamsters in cages, pulleys, light bulbs, and more.

Held at George Washington University and RE Warner & Associates in Ohio, the contest attracted over 1000 students during engineering career day activities.

The Incredible Machine was also named "Puzzle Game of the Year" by *Computer Game Review* magazine.

Dynamix Sims Score Big

New sports and flight sims from Dynamix are getting critical praise from the press.

Aces of the Pacific was selected "Simulation Game of the Year" by *Computer Game Review* and "Best Sim" by *Compute*. *Front Page Sports: Football* was named "Best Sports Game of the Year" by *PC Entertainment* magazine.

Space Quest Designer Creates New Flight Control System

Mark Crowe, most famous for his current Sierra smash *Space Quest V*, has also been tinkering with a device to improve the play on flight sims like *Aces of the Pacific* or *Red Baron*. He calls it the Home Base Pilot Control Stand.



The device clamps firmly to your desk while its pivoting tray holds your joystick out in front of your desk allowing you to position it in a more comfortable and realistic cockpit-like configuration. Another neat feature is the keyboard support which places it in an upright angle resembling a cockpit control panel. The buttons are up in front of you so you can see them without having to take your eyes off the action.

The Home Base Pilot Control Stand supports most flight control-type joysticks.

The device lists for \$29.95* (Mention *InterAction* and pay only \$24.95 (plus shipping). Ask your dealer or order from Home Base direct. Send check or money order to:

Home Base Products,
3025 Timberline Dr., Eugene, OR 97405
* Include \$4.00 for shipping and handling

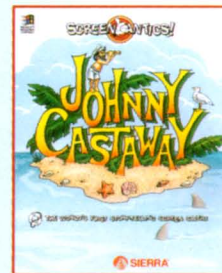
Five More Win Over \$2000 Worth of Games

The new winners in Sierra's quarterly warranty card contest have been selected, and each will receive every single Sierra, Dynamix, and Bright Star game currently available for his or her computer. They are:

Phyllis Cobb, Sugar Land, TX
Joy Crickenger, Annandale, VA
Rich Halko, Wanaque, NJ
Craig McMahon, Hopewell Junction, NY
Jason Tiles, Twin Falls, ID

To get in on the contest, look for specially marked warranty cards in new Sierra/Dynamix/Bright Star games for MS-DOS, Windows™, Color Macs, or MPC. Fill out and return the card. Everyone who returns these warranty cards also receives a one-year subscription to *InterAction* magazine (while supplies last).

ADD FUN TO YOUR DAY & PROTECT YOUR COMPUTER WITH NEW-SCREEN ANTICS! JOHNNY CASTAWAY SCREEN-SAVER



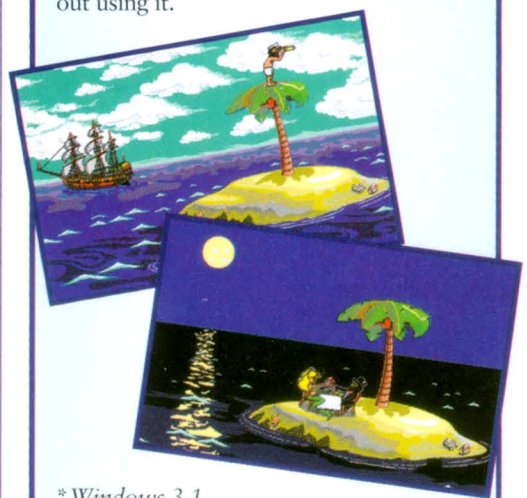
Screen Antics! Johnny Castaway is the first screen-saver for Windows™ users to tell a story while it protects your computer screen. Whenever you leave your monitor idle,

Screen Antics! displays the hilarious misadventures of Johnny Castaway, inhibiting CRT burn-in and lengthening the life of your screen.

You'll laugh out loud at the hundreds of animated, comic vignettes of Johnny's hapless struggle to escape a desert island. He battles a shark, falls for a mermaid, hides from invading Lilliputians, sends notes in a bottle to his love across the sea—there are even special sequences for holidays like Halloween and St. Patrick's Day.

Late in the day, you'll see entirely different scenes when your computer's internal clock triggers Johnny's whimsical night-time antics. You may even want to join him under the moonlight as he dances around the campfire. (Go ahead. There's no one else in the office.)

Screen Antics! is the ultimate screen saver utility for Windows users. It features high-res, 16-color VGA graphics, a randomized story line that takes weeks to complete, and as much animation as the average adventure game. Packed with visual gags, *Screen Antics!* is the most fun you can have with your computer without using it.



* Windows 3.1 recommended, Windows 3.0 required.

NEW GAMES UPDATE



Coming up from Sierra Dynamix & Bright Star

Here's a quick update on some of the projects being worked on at Sierra On-Line, Dynamix, and Bright Star. Please note these are works-in-progress and won't be available for sale until their actual release.

Aces Over Europe

Air warfare buffs will be able to recreate even more history and more realism with this simulation of WWII tactical air combat in the European Theater of Operations. Significant technical achievements portray new missions like train-busting, tank-busting, and evenly-matched dogfights like never before. It should be ready to take off in the spring of 1993.

Freddy Pharkas, Frontier Pharmacist

Another sure fire hit from Al Lowe

The design team is coming down to the wire in this side-splitting Western farce featuring

a riverboat gambler with three hands, laughing gas, and a gunslinger who doesn't have to gunsling to win the game. There's fun for the whole family with *Blazing Saddles*-like humor. Due out late winter/early spring. (HINT: The source of evil in town is the person you'll least suspect!)



Freddy Pharkas is a Western comedy quick on the draw with belly laughs.

Front Page Sports: Baseball

If you liked *Front Page Sports: Football*, you're going to love *Front Page Sports: Baseball*. Customized play, incredible depth of detail, multiple levels of play, and fantastic high-res graphics will make

this the most comprehensive baseball simulation you can play on your PC. To be released in the spring of '94.

Gobliins 2

Accurate timing is essential to solving this maddening adventure starring Fingus the diplomat and Winkle the practical joker. You've got to put both members of this demented duo in action at the same time to solve this game's killer puzzles.

Hoyle Classic Card Games

All but finished as this is written, Sierra's VGA collection of eight classic card games (including bridge and euchre) should be available about the same time this issue appears. You'll love this: your opponents kibitz and bid with digitized speech.

Inca

This European design combines a unique blend of enigmatic puzzles with fast-action duels. Nominated for Best Animation and Best Music and winner of the 1992 *Tilt d'Or* for Best Graphics at the Supergames Show in Paris. Are you ready for Spanish galleons in space?

Slater and Charlie Go Camping

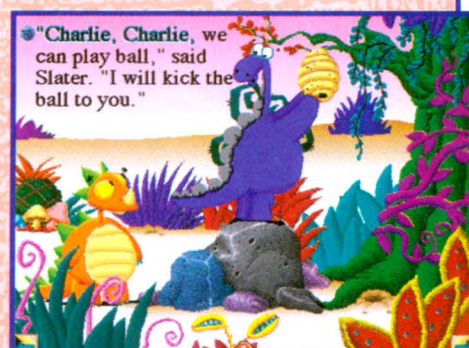
Filled with sight gags and surprises, this program reads the story aloud, highlighting each word of screen text as it is read. Kids can also explore and interact with the story, making new, audible sentences. Due out late spring or early summer of next year.



Slater & Charlie Go Camping is an ingenious, interactive children's book.



Kids can trigger all kinds of hidden animation as they explore the screen.



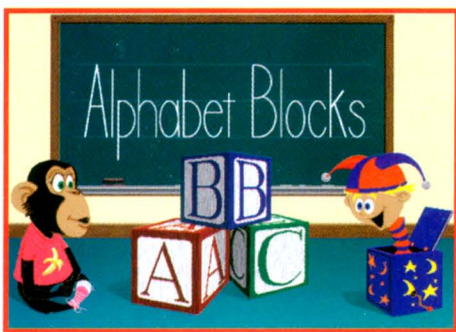
This comic misadventure of two cartoon dinosaurs features colorful art and genial good humor.

Mojo's Math Monsters

Friendly monsters teach kids three- to seven-years-old basic math skills in this program that makes learning math fun. Features ten skill levels, progress check for parents/teachers, and encouraging, animated monster tutors. Help your kids learn to love math while having fun. This educational game is due for release in spring of '93.

Word Blocks

A sequel to the original *Alphabet Blocks* is in the works. This time Bananas the chimp and Jack the jack-in-the-box, the same animated, on-screen tutors as in the original, help kids 3-years-old and up with even more reading and pronunciation skills. This educational game is due for release in spring of '93.



Bananas and Jack offer more help to early learners - "Touch my nose!"

Police Quest IV

Under the working title of *Flicker in the Dark*, the bodies pile up as the plot thickens

in this next installment of the popular *Police Quest* series. Mystery and danger lurk in the shadows as you use real-life police procedures to track the killer who killed your partner. Former LAPD Chief, Daryl F. Gates, is working on the design to make sure the game authentically portrays police investigative procedures.

Spelling Demons

Here's a new program that turns learning-to-spell into an adventure. As kids make their way through a jungle maze, *Spelling Demons* helps them remember how to spell the most commonly misspelled words in the English language. Due out in spring.

Stellar 7 Sega CD

You'll feel like you're flying a roller coaster through space with this supercharged game's thirty-frames-per-second graphics and stereo soundtrack. An expanded story from the original PC version and talking characters add to the fun as you single-handedly try to blast through a seven-planet battle to defeat intergalactic villain Gir Draxon. A version for 3DO game machines should also be out by fall.

Take-A-Break! Pinball

When a working copy of this pinball game for Windows™ was shown at the Consumer Electronics Show in Las Vegas, it got a terrific response. Features include animated playing surfaces, digitized speech, flashing lights, bumpers, and sound effects. *Take-A-Break! Pinball* is scheduled to be released this spring.

VIS & CD Releases

CD versions of *EcoQuest I: The Search for Cetus*, *Laura Bow in The Dagger of Amon Ra*, and *King's Quest VI: Heir Today, Gone Tomorrow* should be out the door as the magazine hits the stands. VIS version of *King's Quest V: Absence Makes the Heart Go Yonder* should be available about then, too.

The Prophecy

As an apprentice magician, you must fulfill the prophecy made during a storm-tossed eclipse in this dark, fantasy adventure designed in Europe. The Kingdom of the Blue Rocks depends on your power of observation, your ability to leap beyond logic, and your determination to beat an impossible deadline. A challenging puzzle in the European style to test your abilities.

Willy Beamish Sega CD

Over forty characters talk to you on the first Sega CD title from Dynamix. The game should be available about the time you read this.



Save \$200 on the Limited-Edition Collector's *King's Quest VI* Print with Archival Frame!

The San Francisco Art Exchange is proud to offer this exclusive lithograph at a very special price to InterAction readers. The Lord of the Dead, from *King's Quest VI*, has been specially recreated in this collector's edition, limited in run to a total of 450 prints. Each 19" x 26" lithograph is numbered and signed by *King's Quest* designer Roberta Williams and artist John Shroades.

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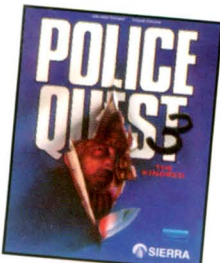
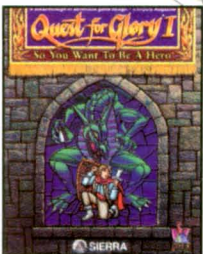
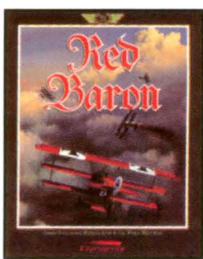
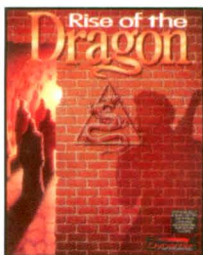
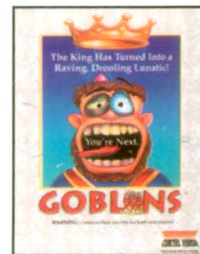
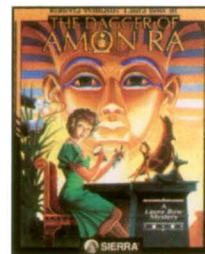
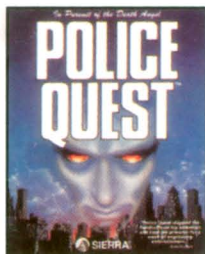
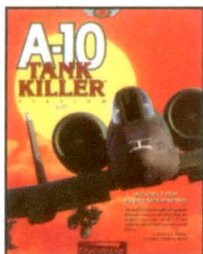
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OWN A PIECE
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HISTORY!



Roberta Williams and Theron Kabrich with the "Lord of the Dead" print.



Crazy Nick's™ Spring Fever Pic-a-Nick Basket Sale

Hey Nick! WAKE UP! We've got a business to run. Crazy Nick has a bad case of Spring fever. So while he decides to take it easy on a major snooze cruise, our top-notch, best selling games are flying out of the warehouse like they have wings in a spring breeze. We're not sure if the fever hasn't affected Nick's brain because the low, low prices on these Pic-A-Nick Basket game values are truly crazy!

Imagine top-of-the-line VGA and MAC games like *King's Quest V*, *Space Quest IV* and *Leisure Suit Larry 5* for just **\$34.95 each**. That's less than half price! It's a joke, right? WAKE UP, Nick!

Crazy Nick must be dreaming. He's offering the pick of our VGA stock like *A-10 Tank Killer*, *Castle of Dr. Brain*, *Conquests of the Longbow* and plenty of other big name games for just **\$24.95! You'll save an outrageous amount of money** with this deal. WAKE UP, Nick!

And look at this: classic Sierra games like *Quest for Glory I*, *Leisure Suit Larry 1*, *Space Quest I* all remade in VGA for the 'walkin' out the door' price of just **\$19.95**. Nick, WAKE UP!

Spring is in the air and these are truly refreshing prices for Sierra's best games. So take it from Nick, enjoy the season and have a great time playing the **world's best games for the best prices**.

Inside tip for InterAction readers: Sooner or later Nick's going to wake up, and when he does, we're sure he's got a lot more Crazy Nick deals coming up. When you purchase anything from this Pic-A-Nick Basket offer, you'll join Nick's special mailing list. You'll get all of Crazy Nick's inside deals and discount prices for Sierra software and hardware.

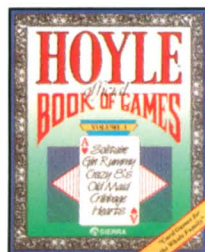
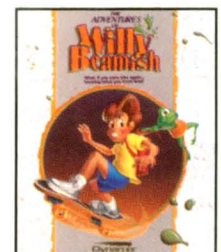
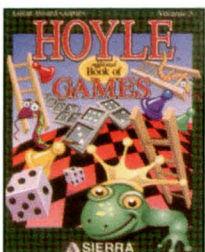
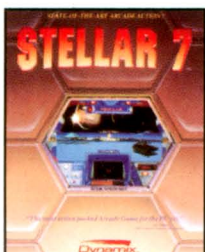


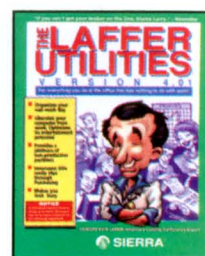
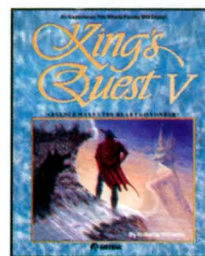
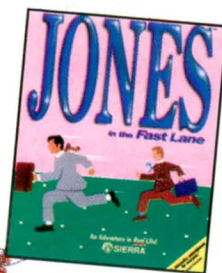
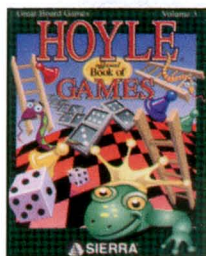
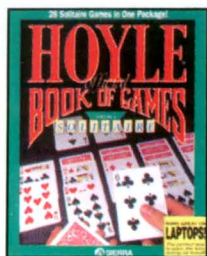
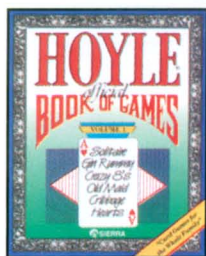
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2. All products will be shipped on a first come, first serve basis. No back orders will be issued.
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Hoyle Vol. 3*	VGA	-	3.5" HD	5.25" HD
Castle of Dr. Brain	VGA	MAC	3.5" HD	5.25" HD
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Police Quest 1	VGA+	-	3.5" HD	5.25" HD
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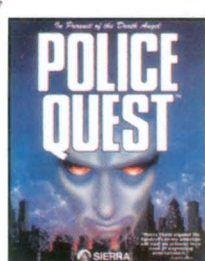
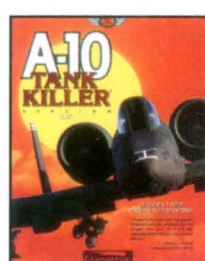
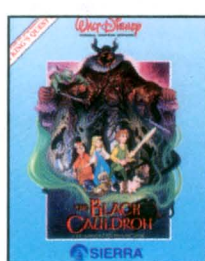
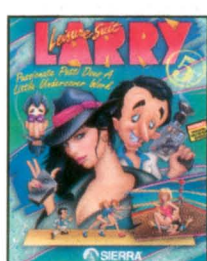
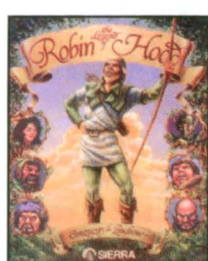
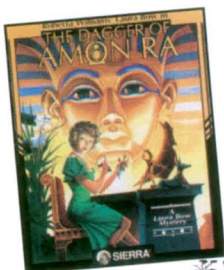
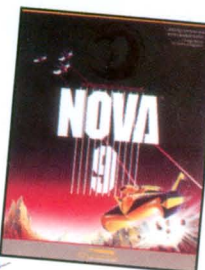
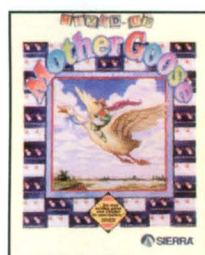
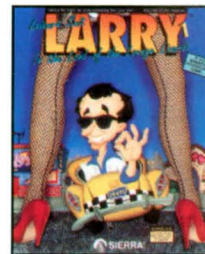
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Putting the *Police* in

POLICE QUEST

an Interview with
Daryl F. Gates

by Richard DeBaun

In the fourth game in the popular *Police Quest* series, you play a Los Angeles Police Department detective who must investigate a series of murders. To make sure the game accurately portrays the procedures, events, and emotions of such an investigation, Sierra On-Line has called upon a man who has worked on some of the most notorious serial murder cases of our time: former LAPD Chief, Daryl F. Gates. Gates's career spans forty-three years in law enforcement, from rookie to head of the most effective police department in the country. He is arguably the most knowledgeable authority on law enforcement alive. In a recent interview for *InterAction*, he also proved to be thoughtful, candid, and gracious.

InterAction: Chief Gates, how and why did you become involved with *Police Quest*?

Gates: I was asked by Sierra On-Line to consider working on it. After meeting the Sierra staff and talking with them about *Police Quest*, I was intrigued. It sounded like something that would be a lot of fun, something brand new for me, and an opportunity to maybe say something important about law enforcement.

InterAction: You've written the public has to adopt a more realistic view of the police. What are some of the misunderstandings people have you'd like to touch on in the game?

Gates: Three come to mind. First, there's a feeling the police are in some sense foreign to our way of life. A point I think we need to make is that the police are a part of the people. Our police aren't military occupation

troops. They aren't some national force as in other countries. They're community-based organizations guided by the community, responsive to the community, existing for the specific purpose of protecting the community. However, since the police have the power to restrict or take away an individual's freedom to enforce the laws adopted by the community, people are understandably wary. It's a paradox people have to get beyond. Second, we can try to correct some of the false impressions created by movies and TV shows, to give a more accurate picture of what the police really can and cannot do. And third, we can try to give people a better appreciation for what officers face on the job and encourage a willingness to support them.

InterAction: What exactly is it about the job you'd like to convey?

Gates: It's a job that's really fun, it really is. It's a rewarding job. It's exciting. It has all the ingredients that make you want to go to work every day — but it has its downside, too. Stress is one of the downsides. There's hardly a day that doesn't go by without your gut tightening up and the adrenaline flowing because of the unknown. You have to make split-second, life-and-death decisions on your own and be responsible for them. It's a tremendous burden. Some officers can't handle it. They become ill. Sometimes they have to retire. It's a very, very difficult thing. Very difficult. Along with that is the difficult job of assessing the rightness and wrongness of the use of force. It's hard for people reviewing an officer's use of force to put themselves in his position at the time. Most of us have not seen much real violence, and people are really repulsed by it. In the Rodney King situation, for example, we've said officially that the officers had other alternatives. The sergeant should have used the swarm technique to take King into custody. I feel that my partner and I would've taken King on and probably never used a club. We would've wrestled him around and put the cuffs on him and that would've been all there was to it. But that kind of assessment, that Monday morning quarterbacking is difficult to do, even for professionals. For the public to do it, it's really difficult.

InterAction: The protagonist in *Police Quest 4* will be a detective rather than a patrolman. What are the most important qualities in a police detective?

Gates: The really skilled detective is someone who can use a "systems" approach to solve a crime. You have to look systematically at all the information you have before forming conclusions. And when one bit of information raises a question that calls for additional information, you have to seek out that additional information before you make any judgments. Once you've got all your ducks in a row, you ask yourself, "Now, what does that tell me about this murder,

the perpetrators, the suspects?" You have to put yourself into the head of the criminal. It's a very difficult thing, but most detectives can do it. Sometimes, though, detectives get sidetracked and go off on a tangent. They get an idea or an intuitive thing. They think they're right and go off on a wild goose chase.

InterAction: They try to prove their guess about what happened rather than trying to figure out what really happened?

Gates: That's right. They go forward without really coming back and looking at all the information. I was a stickler for laying the evidence out in a comprehensive way so you could look at it. You have to look for patterns that develop. In cases like the Hillside Strangler, where you don't have a suspect, it's the only way to go. You can do it very easily on a computer. I think it's part of the realism we can put into the game.

InterAction: What impact have computers had on police work?

Gates: Almost all information is computerized now and immediately available. Years ago crime report information was coded onto punch cards. When they looked for suspects, they'd run the cards through IBM sorters looking for a match to the modus operandi and other "trademark" information from the crime. You'd put in a request for an m.o. run and it would come back in a week. The advent of computers has made it much easier. You can expand the information, manipulate it to a much greater degree without the laborious process with the punch cards. Computers have also revolutionized the use of fingerprints. They've allowed us to take one, single fingerprint and run it through literally thousands and thousands and thousands of files and possibly locate a suspect. It was impossible to do that kind of search before we had computers. You wouldn't believe the number of crimes it's allowed us to clear. We've gone back and picked up fingerprints on murders we've had on file for years. That's how the Nightstalker was identified, on fingerprints run through a computerized fingerprint system.

InterAction: We've had police forces around the country tell us they use the *Police Quest* games as training tools. Has the LAPD used computerized training or experimented with computers in other ways?

Gates: I started a pilot program in Hollywood Division in which patrol officers were given laptop computers. The idea was to reduce the amount of paperwork they'd have to handle. Instead of handwriting and filling out a report, they simply put all their information into their laptops and sent it in electronically. They didn't have to go into the station to do a report. The officers loved it. The problem was the rest of our system wasn't sophisticated enough to accept it.

That's what they're working on now. Ultimately, we'll have a paperless system. Being a police officer in the future will clearly include all kinds of similar things. There'll be a time when you have a suspect in the field, put his finger on an electronic pad, and a computer will tell you if the guy is who he says he is, whether or not he has a record, whether there are any wants for him. Today, every police officer has to have a basic understanding of how computers work.

InterAction: Do you use a personal computer?

Gates: I don't and I'm embarrassed by it. I've always dealt with big mainframes for communications systems. I'm not familiar with the small computers at all—although recently I went out and bought a personal computer for a couple of neighbor kids. I've known them since they were born, and they've been almost like my own kids in many respects. They're really smart and have reached the age where they need a computer. So, I went out and bought them one for Christmas. I told them, "Look, the condition here is that you teach this old guy how to use this computer." They've shown me a little bit, but I have an awful lot more to learn.

InterAction: Maybe you can show them how to win at *Police Quest*?

Gates: Well, I'm hopeful they'll come away with the sense that you have to keep going back over all the information you have about the case, just as a detective does, using a very systematic approach. You need to continually go through the information you've collected and make sure your assumptions about the case are backed up by facts. That's a hard thing for detectives to do, and I think it's one of the things I'd like game players to understand better—that it's tough for the detectives and it'll be tough for them, too. ✕

Next Issue:

More from
Daryl F. Gates and a
first look at the
amazing new technology that's helping
make *Police Quest 4*
the grittiest, most
realistic police
adventure to date.



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He's out to clean up the universe, and it ain't a pretty job!



He's a legend that's sweeping the galaxy...

Roger Wilco, the universe's favorite janitor, has taken the helm of his own starship. And that's the *good* news! Join Roger and an intergalactic gaggle of misfit shipmates in the most hilarious adventure on this (or any other) planet. Find out why *Game Players* magazine calls the *Space Quest* series "a prime example of why Sierra is at the top of the computer gaming world."

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SPACE QUEST V: THE NEXT MUTATION

Bumbles Through the Best of Both Worlds

Sierra and Dynamix Unite To Create A Side-Splitting Sensation

By Kurt Busch

Finally, a game has the guts to go boldly where no game has gone before; to search the universe for the answers to the truly big questions. Questions like:

- How did Roger Wilco, one-time cosmic custodian, rise to the rank of Starship Commander?
- What happens when a Sierra game designer wraps an outrageous story around the breath-taking, cutting-edge graphics techniques used in award-winning Dynamix titles?
- Who's the well-oiled androidess pictured on the cover of this issue, and why is she out to splatter a genetically jumbled Roger?
- Why is the celebrated *Space Quest* series, designed by the legendary Two Guys from Andromeda, now designed by newly-single guy Mark Crowe?

For the answers to these burning questions and others, check into the latest, looniest chapter in the life of Roger Wilco, *Space Quest V: The Next Mutation*. The accidental hero who started his adventures years ago in the broom closet of a starship has returned, cleaning up the cosmos in the latest chapter of the series *Video Games & Computer Entertainment* called "the most popular original science fiction series ever."

The Best-Looking Laughs in the Galaxy

Roger's latest adventure was designed by *Space Quest* co-creator Mark Crowe and produced at Dynamix' studios in Eugene, Oregon. The colorful, quirky collaboration resulted in a hilarious space-opera that combines the best of Sierra's design and storytelling elements with Dynamix' fast-paced, "graphic novel" approach to art. The game, in fact, is a high-octane, day-glo dazzler that uses

many of the visual techniques found in *Rise of the Dragon* (which won *Computer Gaming World's* award for Artistic Achievement).

The story unfolds like a high-tech comic book, blazing across the screen in vibrant primary colors and featuring dialogue in cartoon-like word balloons. Behind this cinematic wizardry, however, is the interface and interaction that game players have thrilled over in other Sierra titles.

While it's easy to get caught up in the spectacular opening sequences, you'll have to snap out of it quickly. From the moment the intro ends, you'll need every ounce of innovation to overcome the space-age stumpers that stand between Roger and his destiny.

The Test Begins...

Our story opens with Roger trying desperately to pass the StarCon Space Academy's Aptitude test, in hopes of becoming a starship captain.

Unfortunately, Roger hasn't studied for the test. Come to think of it, Roger didn't even *know* the test was taking place. The first thing you have to do is get Roger out of another mess he's bumbled into.

Get used to it. It becomes a way of life.

If you (and a small mishap concerning a hungry space rodent) can get Roger through this first ordeal, Roger can realize his lifelong dream: His own starship.

A Crew to Make You Spew

Well, okay, it's not the most glamorous starship in the universe. And it's not the most prestigious. And, well, it doesn't really smell that great either.

Actually, it's an interstellar garbage scow, but it's all his. And, as he sets out to clean up the universe, Roger uncovers the most dangerous, most deadly, most hilarious mysteries he's ever faced.

As he makes his way across space, Roger meets a colorful cast of outrageous space jockeys and jockettes. Some of them are:

Droole - A trigger-happy weapons officer who also handles the navigation chores on Roger's new ship;

Flo - The communications officer who scours beauty and glamour magazines the way Roger used to scour latrines in his less-illustrious days;

Cliffy - A bumbling chief engineer who has a nasty habit of tinkering with equipment that isn't broken (yet);

W-D40 - A ruthless androidess whose prime directive is to create a Roger Wilco-free universe;

Captain Raems Quirk - The golden boy of StarCon and Roger's rival for a truly bodacious babe-in-space.

Add to this an acid-piddling creature named Spike, a handful of Space Monkeys, some genetic jerry-riggers gone wild, and some gratuitously grotesque primal ooze, and you have the makings for the weirdest, most warped adventure in Roger's already odd career.


Roger's Rumor Rag

Space Quest V comes packed with a totally tasteless and truly deranged publication called "Galactic Inquirer". Besides providing the copy protection and some much-needed hints for the game, this space-age supermarket tabloid tells all on many fascinating subjects.

• How one of the Two Guys from Andromeda was unmasked as mere mortal Mark Crowe;

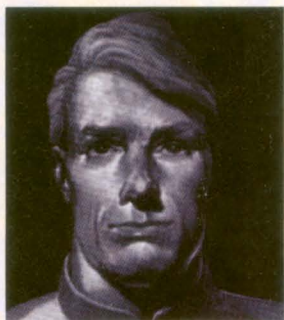
• A recap of Roger's distinguished career in "What Ever Happened to Roger Wilco?"

• A behind-the-scenes look at the creation of *Space Quest V*, featuring real-life, real-weird photos of the whole twisted team.

• Plus bushels of sick space puns, warped ads, shocking features, an update on Elvis, and even horoscope predictions from Nova 9's toothsome terror, Gir Draxon. 

Just how weird is *Space Quest V*? For a glimpse inside the mind of the universe's most amazing custodian, turn the page and take a peek inside Roger Wilco's Scrapbook.





PLAYBYTE INTERVIEWS

ROGER WILCO

SLEET KENNEDY FOR

PLAYBYTE: Well, Roger, this is truly an honor. You are almost as elusive as Warrin Beady when it comes to interviews. Why is that?

ROGER WILCO: Well actually I called Okra and Silly Jessy to let them know I was free and they said they were all booked, so...

SK: So tell us Roger, in all of your adventures, five to be exact, what was your most frightening moment?

RW: Well Sleet, I'd have to say...

SK: Was it in *Space Quest II: Sludge Vohaul's Revenge*, when you faced the ferocious Labion Terror Beast?

RW: Well, no, not real...

SK: Or was it in *Space Quest III: The Pirates of Pestulon*, when you foiled Awnoid the Annihilator by sic'ing the Pizza Pod monsters on him?

RW: Actually, Sleet, it...

SK: Wait, wait, I know. *Space Quest I: The Sarien Encounter*. There you were, trudging through the Keronian desert, trying to reach Ulence Flats when you encountered a fierce and deadly Orat. Not to be deterred, you valiantly killed and dismembered it, forging on to face an even greater menace: the vicious spider droid.

RW: Um...no...er, I mean...

SK: Ok, Ok. I've got it. *Space Quest IV: Roger Wilco and the Time Rippers: Lost in Space Quest*. There you are. In the future. Facing the complete devastation of your own beloved Xenon. That's gotta be it, right?

RW: Well, um, no, Sleet, but you are getting warm. My most terrifying moment was in *Space Quest IV*. It's a little embarrassing to admit but I'd have to say the most frightened I've ever been was when I bought that cute little black number at the Galaxy Galleria and that great blonde wig. There I was strutting my stuff when all of a sudden I was overwhelmed.

SK: By the Sequel Police?

RW: No, I was overwhelmed by the feeling that maybe I had tucked the back of my skirt into my pantyhose and I was walking around like that in public and no one had the decency to tell me. Sleet, you're a woman. Don't you know that feeling?

SK: Oh my, where does the time go? It looks like we'll have to call it an interview. Thank you, Roger Wilco, for your time. And good luck with the latest sequel in your *Space Quest Adventures: Space Quest V: The Next Mutation*.

The best part of being the captain of a starship is the fascinating people you encounter in your travels.



"Cool space Genie from my Monolith Burger Goofy meal."



Life as a starship captain is fraught with danger and excitement.



I've always suffered from test anxiety, but this was the mother of all tests: the Star Confederacy Aptitude Test! Yikes!

STARCON

APTITUDE TEST RESULTS

Cadet Wilco,

On behalf of the administration I would like to congratulate you on receiving a perfect score on your SAT. Not in the entire history of StarCon Academy has a cadet achieved such high marks. You should be proud.

On the recommendation of our test analysis computer system you are to begin training for Captaincy aboard one of our fine star cruisers. Captain Quirk will post your assignment.

You've done the academy proud!

Sin

(CV

I was very surprised to get this letter, but like my dad used to say "don't look a gift horse in the mouth." My own star cruiser, wow!



Beatrice Wankmeister, woman of my dreams, light of my life. Don't let her girlish smile fool you though, inside that deceptively delicate frame beats the heart of a kick boxer.



"My favorite watering hole."



Spike and I meet for the very first time. What a cute little fella'.

Your Weekly Galactic Horoscope

future. Visualizing the painful death of a foe
satisfaction and may help it come to pass.

Libra (September 23 - October 22):

Consolidate recent gains and prepare for a counteroffensive. Roll with the punches, but be ready to take the initiative; an oversight by your foe could be his downfall. Poison gas may be the answer to a nagging problem.

Scorpio (October 23 - November 22):

Now is the time for that housecleaning. Root out spies and traitors. Destroy

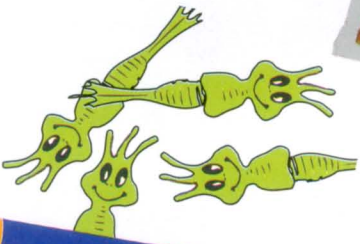


WD40, the stone cold killer androidess, having a bad day. Hey WD, say "cheese!"

"This is my horoscope from the Galactic Enquirer-Harsh?!"



"My good luck Space Troll,, the driving force behind my courage."



"My cute, dehydrated little friends."



My nemesis and rival for Beatrice's affections: Captain Raems T. Quirk.



My dedicated crew, Flo and Droole, hard at work on the bridge of the Eureka.

Scrapbook by Barbara Ray and Tim Fruehe

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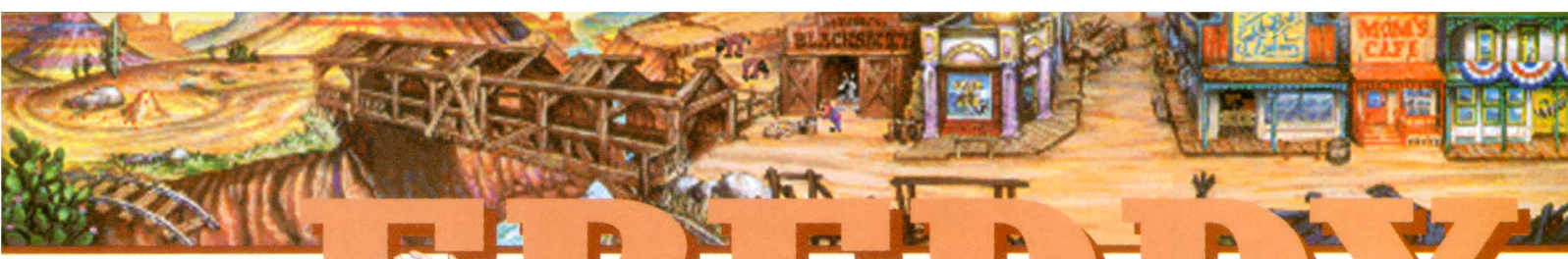
will even pay to switch you back if you are not completely satisfied. (Some restrictions apply.)

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Legend or fact or what?

By Josh Mandel



◆ Frontier



Main Street is overrun with rowdy cowhands, hired to shoot up the town and scare off the entire population of Coarsegold. There's dozens of them and only one of you: you'll never outgun them. With one fell swoop, you can eliminate them all...but how?

Al Lowe's Dementia Strikes Again...

Freddy Pharkas, Frontier Pharmacist is not actually a folk tale handed down from generation to generation (although give it time!!). *Freddy* comes from the fevered, slightly askew imagination of Al Lowe, the man who invented computerdom's most popular loser, "Leisure Suit" Larry Laffer (see page 34). In *Freddy Pharkas*, or *FPFP* as we call it in these parts, Al takes a traditional Western complete with cowboys, Indians, town drunks, gamblers, villainous gunslingers, and the beautiful young schoolmarm — and turns it completely sideways, a la *Blazing Saddles* and other classics of the silver screen.

Here's the plot, and if you try to tell us you haven't heard it before, you lie like a rug: picture Coarsegold, circa 1888. (Historians please take note: of course, we ripped off the name of Coarsegold for the setting of *FPFP*. After all, both the real town and the fictitious Coarsegold of the game are "boom towns," established in the mid-1800's during the Gold Rush. However, the similarities end there. Trust me. Don't come poking around Coarsegold hoping to see a statue dedicated to *Freddy Pharkas*. As a matter of fact, I don't think the real Coarsegold has ever even had a pharmacy.)

By 1888, the gold in our Coarsegold has just about run out, and the town has fallen into disrepair. Stores are closing, the train trestle has crumbled into Blackwater Creek, and the last train that

stopped in town never left. Things are looking bad for the good citizens.

Then things start really going downhill. The sheriff and the banker begin to shut down the few remaining stores on the flimsiest of pretexts. There are a series of near-calamities that almost destroy the town (but you, as *Freddy*, always manage to save the town in the nick of time). Mysterious strangers, hired by some unseen villain, start popping up and wreaking havoc. Clearly someone — or something — is trying to bring a quick end to Coarsegold.



At last, a game that shows you how the West was fun. Strap on your spurs and head back in time.



Freddy is not only a pharmacist and gunslinger, he has a great prescription for love.

Now *Freddy Pharkas*, the local drug-gist, is not your ordinary "frontier pharmacist." Y'see, he started off in life as a gunslinger on the side of law and order, a real crack shot. But one day, while at the top of his form and the height of his physical prowess, he met up with an out-

☛ So, you've played all of Al Lowe's fantastically funny Leisure Suit Larry games and can't wait for more... of that "unique" humor?

☛ And, you've played games in space, in medieval times, even underground...but, have you ever played the first game set in a hilarious western town?

☛ And, you think you can solve any puzzle...even if it involves a case of flatulent equines!!

Well then, slap on your chaps, hitch up your spurs, and read on as good ol' Uncle Al Lowe lets you in on his newest and funniest game yet!!



PHARIKAS

Pharmacist ♦



Challenging puzzles and outrageous plot twists combine with every Western cliché in the book.

law named Kenny the Kid (where did Al come up with that name?). Kenny challenges Freddy in the middle of Main Street (probably about High Noon) and beats him fair-'n-square, shooting off one of Freddy's ears in the process! Freddy, shamed and defeated, decides to hang up his six-guns and instead pursue his hastily-concocted lifelong dream of going to college and living out his days as a pharmacist. That was many years ago, in a dusty street far, far away.

But now, with his beloved town threatened, and with a contract out on his life, Freddy must come to realize that it's time once again to don his spurs and holsters, dust off his ten-gallon hat, and resume his gunslinging ways in order to bring to a halt the reign of terror befalling Coarsegold.

Naturally, no self-respecting Western-type hero is going to do this UNDISGUISED. So you'll have to take steps to

make sure that nobody connects the handsome renegade gunslinger to the meek, unassuming pharmacist that everyone knows and loves. With Freddy's disguise perfected, he goes in search of the mysterious villain, out-thinking and out-shooting everyone that stands in his way...until that monumental final showdown on the mean streets of Coarsegold, where Freddy learns the ugly truth about the whole disgusting sloppy mess.

Well, there it is: the basic plot of this and every Western since Westerns began, more or less, except for a couple of the later John Wayne movies. Only this time, YOU will actually BE the mysterious masked hero, dodging whizzing bullets, stopping stampedes, rescuing screaming villagers, performing amazing trick shots, finding a faithful Indian sidekick, and saving everybody from a fate worse than *Ishtar*...all while making sure that the townspeople get their prescriptions correctly filled. King Graham never had it this tough (and King Graham isn't even LICENSED to fill prescriptions!).

Wheaton "Aces" Hall, a slick riverboat gambler, is on the verge of winning the deeds to all the property in Coarsegold. You can't beat him at his own game (he cheats too well, and the Sheriff is looking the other way!). You can't shoot him in cold blood. How can you bring him to justice.

Oh, How We've Slaved For You!

We've pulled out all the stops to make *FPFP* be the complete Western gaming experience. (So if you see any extra stops lying around, those are ours.) It was easy. Why? Because there's never BEEN an adventure like this before. So we didn't have to worry about being "conventional;" we just did it.

We added features never seen before in Sierra adventures. Things like sepia-tone paintings to recall those faded pho-



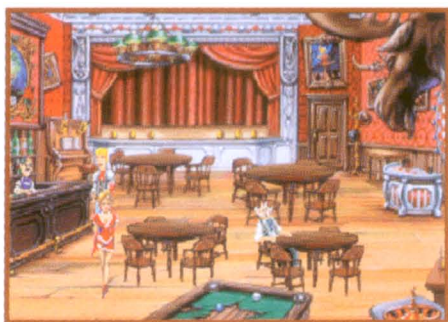
No video-captured actors here! instead, you'll find...



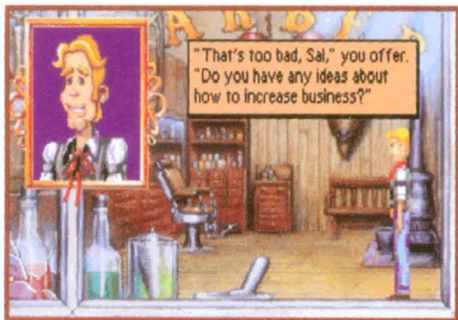
...a colorful cast of cartoon characters...



...each with a truly warped and whacky way of life.



Al Lowe's bawdy, bizzare sense of humor finds a new home in the old West.



It takes an hombre with a quick gun hand, AND an in-depth knowledge of pharmacology to win.

long for the opening *Ballad of Freddy Pharkas* (not to be confused with the *Ballad of the Demo of Freddy Pharkas*, which is something else altogether). We've designed a pseudo-scientific Lab Screen, where Freddy concocts his various potions and compounds. And AI's created some of the toughest puzzles ever foisted upon the unwitting public, so don't expect to be breezing through this one.

Somebody's poisoned the horses' feed! Now the whole town is in danger of being gassed into oblivion by the silent-but-deadly effluvium of the flatulent equines! Can you use your pharmacological skills in time to save Coarsegold from a fate worse than death?

Research or Vacation? You decide!

OK, so there's never been a Comedy Western computer game. Tarnation, there's hardly ever been a Western computer game at all. I went around trumpeting that for weeks before somebody pointed to an old poster of Gold Rush on the wall. "Well, yeah," I replied, "I guess that's kind of a Western, but...er, uh, it was really an educational game. No one

would ever accuse *Freddy Pharkas* of being educational!" Same goes for *Meco's The Oregon Trail*, the other game that you could conceivably call a Western. But neither of those games are Hollywood Westerns with a hero, an



Show up for a show down. The scrolling streets of Coarsegold are hoppin' in this game.

Indian sidekick, a villain, lots of less threatening villainettes, and so on.

But none of us were really up on the culture of the Old West. So what did we do? We stole ide...I mean, we did our homework. First of all, the Sierra office in Oakhurst is located mere miles from the real Coarsegold, and nearly as close to lots of other gold-mining towns: Volcano, Sutter Creek, Columbia, and more.

How to STOP playing *The*



Then there's Bodie, California (subject of a recent Discovery Channel documentary), which is as close to *Freddy Pharkas's Coarsegold* as any town can be. Bodie was deserted in the early 1900's, once the gold and lumber ran out. I spent a day at Bodie taking pictures and videotape for Freddy. Did the rest of the team get to go along? NO! Did they attack me with a hot branding iron when I got back? YES! All of us filled our skulls with the dialogue, music, visuals and real atmosphere of Western movies. How we toiled and suffered! We watched everything from *Rustler's Rhapsody* to *Cat Ballou* to *Unforgiven*. We suffered through John Wayne and Roy Rogers. We did lunch after lunch watching important Western movies. We even watched a kinda Western *Star Trek* episode. We brought in authentic six guns, spurs, holsters, and even Baa-bette the Inflatable Sheep. We ate beans and franks with cactus salsa and drank old standing water from a hollow stump (it didn't taste good, but it sure cleared up our warts!). We decorated the office with old steer skulls and horns, leather whips, and ancient pharmacological textbooks (which Al studied exhaustively, not only as background for the game, but to see what he could do about that painful itch).

You're a fine, upstanding one-eared Pharmacist. But there are people who're plotting to put you six feet under. You want to get out of town by sundown... but you also want to stay and save the day. Can you create an Authentic Western Hero disguise so nobody'll recognize you as the one-eared Pharmacist?

We only do it for you!

In other words, this is the real stuff. No sacrifice was too great for you, our playing public. We've lived the Western life, just so you could have a little cheap entertainment pleasure. We did that DeNiro thing. Why? 'Cause it beats working? PARTLY! We mostly did it so you'll play this game, have an uproarious good time, and feel for the first time that you actually became a part of the Wild Wild West. So you'll feel what it's like to walk amongst the sagebrush, to have a real Indian sidekick, to pick real Western dirt out from under your fingernails, to smell a real Western outhouse, and above all, to experience those thrilling days of yesteryear, with little more to defend you than your wits (and possibly your pestle).

Please tell us we've succeeded. Otherwise Ken's gonna make us start all over again.



ABOUT AL LOWE

Al Lowe's resume is the envy of all who survey it... 'cause he keeps it to himself! He programmed — and contributed design elements when he wasn't caught — to many of Sierra games: *Police Quest I*, *King's Quest III*, *King's Quest IV*, and, of course, the cult classic *Bop-A-Bet*. He created *The Black Cauldron*, *Donald Duck's Playground* and *Winnie the Pooh in the Hundred Acre Woods* for Sierra's Disney series of educational products. And then there's the series for which he became a household expression (often "dirty old man"), *Leisure Suit Larry 1: In the Land of the Lounge Lizards* (which some say has the dubious distinction of being the most pirated game in software history), *Leisure Suit Larry 2*, *Leisure Suit Larry 3*, and *Leisure Suit Larry 5*. There's even a quasi-useful collection of utilities based around his characters, *The Laffer Utilities*.

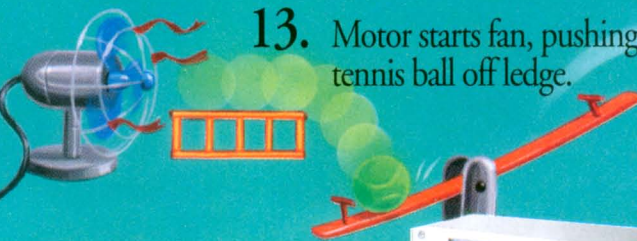
All together, Al's sold more games than anyone in the business except Roberta Williams.

Incredible Machine™ (in 14 easy steps).

12. Balloon turns on motor switch.



13. Motor starts fan, pushing tennis ball off ledge.



14. Tennis ball trips see-saw, sending bowling ball crashing onto **your** computer.



11. Scissors cut balloon string.



0. Jack-in-the-box pops up, hitting scissors.



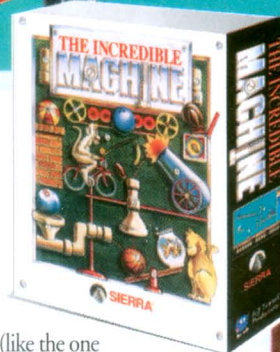
Non-Stop Fun (because you just can't stop)

Getting people to play *The Incredible Machine* isn't hard. Getting them to stop is! Combine ingenuity and obsession in this incredible workshop for your computer. Try solving over 85 puzzles by creating convoluted contraptions (like the one in this picture), using pulleys, bowling balls, hamsters, monkeys, candles, balloons, and a whole assortment of bizarre machine parts. *The Incredible Machine* features timed play, and a free form mode that lets you stretch your inventive mind to the limit. Pick it up at a software dealer near you.

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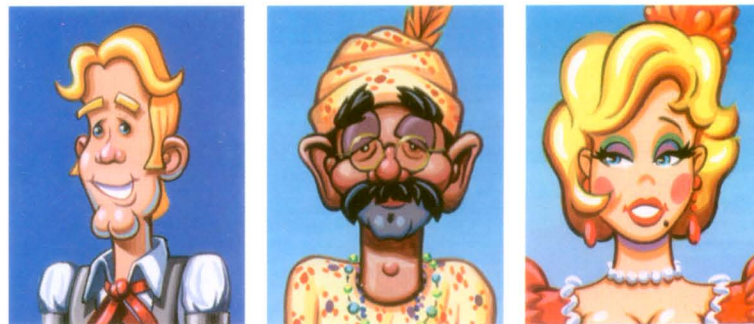
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The Good...



The Bad...

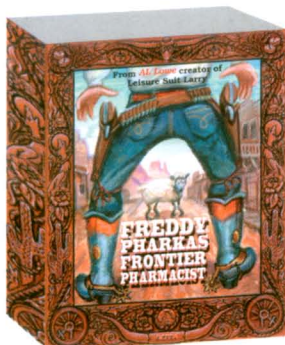


And The Butt-Ugly.



In the Old West, you couldn't tell the bad guys from the good guys by how ugly they were (you had to rely on the color of their hats). But in **Freddy Pharkas, Frontier Pharmacist**, even a scrawny, sissified, one-eared Pharmacist can be a good guy.

Al Lowe, creator of *Leisure Suit Larry*, spins a yarn of school-marms and chorus girls with hearts o'gold, cowboys and Indians, and varmints and heroes. It's the brand-new, age-old tale of Freddy Pharkas, a gunslinger who gave it all up for his love of pharmacology. Together with his faithful Indian companion, Sрни Bagdnish, Freddy sets out to save bucolic, boring Coarsegold from a fate worse than Hollywood adaptation.



So don't just groan at all those old horse-opera clichés. **Be one.** Strap on your spurs for a saga that skewers every Western under the sun. Mosey on down to your software store and ask for **Freddy Pharkas, Frontier Pharmacist**. And smile when you say that.



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SECRETS OF

Krondor



A Midkemean Travelogue

by LEIR KRAUELLEN

MCVB Staff Cartographer

Hello, fellow travelers, and welcome to the mystical land of Midkemia. Many visitors to our lovely country are in such a hurry to get on with their various quests that they do not take the time to fully explore their beautiful surroundings and miss out on some of the more intriguing attractions lurking in the byways of our beautiful kingdom. Because of this, we, the Midkemean Convention and Visitor's Bureau have prepared this little travelogue as a guide to the lesser-known sights and sites in our lovely country.

Experience the fantasy universe of
Raymond E. Feist

through Dynamix' revolutionary new computer fantasy
role playing game, *Betrayal at Krondor*.
With the Midkemean Convention and Visitor's Bureau
(MCVB) as your guide, you can see a side of Midkemia
that visitors rarely experience.

2. Maiden's Leap (Waterfall)

In the far Northwestern corner of the Dimwood lies the magnificent Maiden's Leap Waterfall. There is a local legend that a distraught young maiden, heartbroken over the murder of her lover, flung herself into the pool beneath this waterfall, and that her restless spirit still inhabits the waters, searching eternally for the villain who slew her paramour.

1. Mac Mordain Cadall

Just south of the town of LaMut, lies the deep and mysterious Mac Mordain Cadall, the famed dwarven mine owned by the family of Dolgan, King of the Grey Towers. In ancient times it bustled with activity and was the source for a hoard of dwarven wealth. Today it is abandoned, for the most part, though the dwarves will allow travelers to use it occasionally to circumnavigate the Grey Tower mountains that block passage to Elvandar.

1



The Kingdom of the Isles

The immense Kingdom of the Isles is bordered on the north by a breathtaking mountain range — the Teeth of the World. Beware when traveling in this area, however, as beyond these mountains are the Nations of the Northlands, populated by chaotic bands of Moredhel and Dark Brothers. For nine years, the Moredhel throne has remained vacant as tribal warlords

have vied for the title of High Warlord of the Northlands.

The Kingdom of the Isles has a rich and fascinating political history. The conDoin family have been rulers since Dannis first took the throne of Rillanon more than seven hundred years ago. Two hundred years later, Delong the Great founded the Eastern Realm when he initiated the conquest of Bas-Tyra and secured holdings on the mainland as far north as the city of

Ran. The Western Realm, previously part of the Great Keshian Bosnia, fell to conDoin conquerors when the Keshians were forced to withdraw their troops to subdue an internal Keshian civil war. King Lyam I is the current ruler of the Kingdom and the Eastern Realm, but leaves administration of the western holdings to his brother Arutha, Prince of Krondor and heir apparent.

3. *Temple of Lims-Kragma*


Northeast of the town of Malac's Cross is the Temple of Lims-Kragma, dedicated to the Goddess of Death. The eerie and foreboding temple is rarely visited by worshippers. Only those who are treading desperately close to death's door ever dare to seek advice from the Dark Lady's priests.

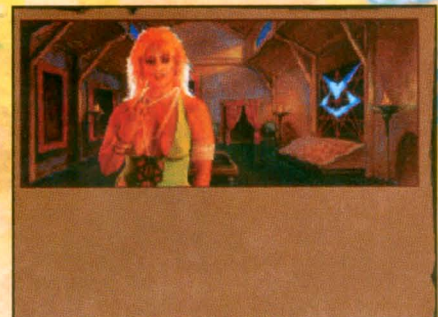
4. *Temple of Eortis*

Near the town of Silden lies the legendary Temple of Eortis. Located on Eortis Isle, it can only be reached by boat. At this time, The Night Crawler, a launch that sails out of Silden, is the only ship we would recommend to the casual traveler. When you arrive, you may meet the High Priestess of the Temple, Beyla. She is renowned as a skillful healer with legendary powers. Although she has dedicated her life to the worship of the God of the Sea, her assistance is often sought by individuals who are gravely injured and in serious need of her healing abilities.

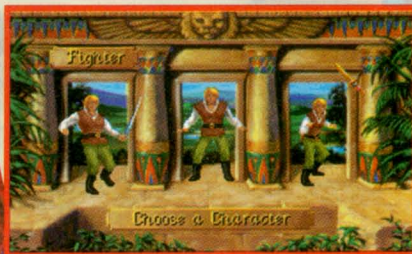
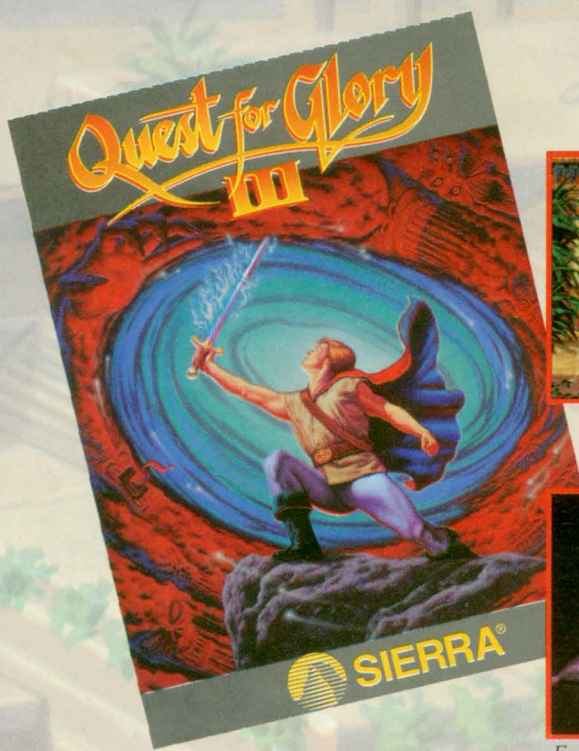
Good Luck and Godspeed

Remember, this is but a small glimpse of the wonders that await you in our magnificent kingdom. Our homeland covers literally hundreds of thousands of square miles, each new mile crowded with more magical and exotic attractions than the last.

As you travel through our land, you will find many incredible sights, but do not let your sense of awe cloud your good judgment. Be aware that danger and menace abound in Midkemia. As with any quest, remain attentive to your surroundings at all times, travel well-armed and trust your instincts. Many a party of skeletal remains has been discovered in the wilds of our kingdom, a grisly testament to foolishness or inexperience. Be sure this does not become your fate! Welcome to our land, may your stay be serendipitous, prosperous and rewarding! 



The most *playable* computer role-playing game ever created... ...is also the most *replayable.*



Choose your character and modify his skills and attributes.



Puzzles have multiple solutions depending on your character type.



Every decision molds your Hero... and shapes his destiny.



Overcome obstacles with might, magic, and cunning.

The Key to This World is Your Wits.

If your character survives, he may discover an unspeakable evil that lives at the very heart of fear and violence. To succeed, he must cut to the core of the mystery with his mind, not sort through a series of stats or slash through a thousand computer-generated monsters.

This is the newest chapter in the series *Compute* magazine called "a breakthrough in adventure game design." Play as different character types, approaching problems with different skills and solutions. Every decision you make builds your Hero... and shapes his destiny.

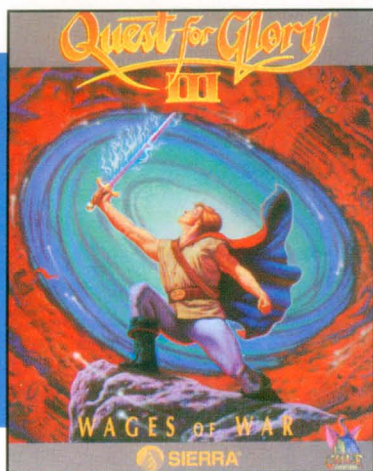
Play as a Fighter, play as a Magic User, play as a Thief. Each calling will lead your Hero down new roads of wonder, danger and excitement.

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A review reprint from *Questbusters* magazine.

Quest for Glory III

WAGES OF WAR

by Russ Ceccola

Lori and Corey Cole took Sierra On-Line down a different path when they designed *Quest for Glory I: So You Want To Be A Hero?* (known then as *Hero's Quest I*). Games in this series combine traditional Sierra graphic adventure techniques with Role Playing Game (RPG) elements such as abilities and skills that directly affect your character's performance. The Coles also went out on a limb and designed the series so that players could choose to use a Fighter, Magic User or Thief, and the story and puzzles would be sufficiently different for each to make the game worthy of replay.

All these elements worked well together, and the *Quest for Glory* series took off. *Quest for Glory III: Wages of War* continues the story line from the previous games, taking you to a land called Tarna in East Fricana. Here you must keep the peace between three tribes and discover what lies at the heart of the conflicts. *Glory III* works nicely as a stand-alone game, but also sets things up quite well for the next game in the quintology.

Exotic setting

Tarna is a place unlike any other seen before in computer games. With Egyptian and African overtones, it is a land rich in jungle settings and temples. You soon learn of a power struggle in Tarna. Only you can prevent a war between the Simbani, Leopardman and Liontaur tribes.



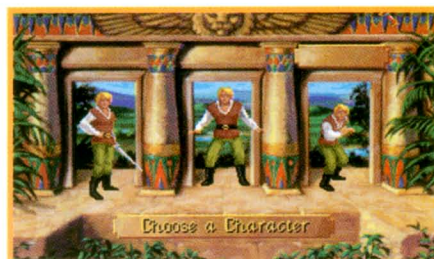
You can almost feel the dirt beneath your feet.

Glory III makes better use of the differences between the character types, and I strongly recommend replaying it. If you saved your character on disk from either preceding game, you will be able to import the character into *Glory III*. This is

the only way to play as a Paladin. Otherwise, you must choose at the start from Magic User, Fighter or Thief. (A character, however, may attain Paladin status in this game.) Playing as a Magic User and Thief, I was required to think more, while the Fighter game appealed to my combative instincts. All three options offer worthwhile stories and unique perspectives.

Ye interface

Sierra's standard icon interface was augmented with more options and features than other Sierra adventures. In particular, character abilities and skills are unique to the *QFG* series and directly affect your character's ability to perform certain tasks. This aspect requires you to also find and solve the puzzles that



Eash character has his or her own distinct and interactive personality.

increase the skills and abilities. Keep an eye on your health, stamina and magic points, for these totals are very important in battle.

A **Special Actions** icon bar offers more interesting options to round out your character. This icon bar has icons for running, sneaking and sleeping, as well as others that reveal your character stats and the current time and day in your adventure.

Glory III is heavy on conversations with other characters you meet, and uses an intelligent conversation branching system with over 6,000 lines of dialog. You don't feel trapped in the conversations. You can ask about and tell about many choices to characters, similar to the flexible system the *The Dagger of Amon Ra*.

The conversation branching is not as static as you might expect, and serves the important purpose of providing clues and


teaching you about the characters and places in the game. A Famous Explorers' Correspondence Course booklet details East Fricana and Tarna with history,



The villains have an unnerving way of practically popping out of the screen at you.

monsters, hints and character suggestions. Read this interesting guide before you play the game!

Graphics are some of the most impressive I've seen in from Sierra. Each scene has a grand feel to it, and the details stand out. Choices of color and scale are dead on, and the overall effect is captivating. The land of East Fricana comes to life unlike many games I've seen. Also contributing to this effect are the African-like music and crisp sound effects. The composers and sound effects people create the mood for each scene and carry this duty through to the end, emphasizing the most dramatic scenes throughout.

Conclusions: *Quest for Glory III* is far more interesting and playable than either of its predecessors, with the exception of the VGA remake of *QFG I*. The Coles have hit their mark perfectly this time. They are sure to receive many letters from fans who were blown away by the story and puzzles. They took disparate elements of cultures and places, made them their own and combined them to form a neat new land fraught with equal parts of danger and fantasy. I look forward to the next game in the series, which will emphasize horror and monsters as its main elements. The Coles have a unique approach and vision in game design that works best in *Quest for Glory III*. 

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Now You Can Fulfill . . .

THE PROPHECY



But You Have Only 3 Days

The Kingdom of the Blue Rocks is in peril. The Great Eclipse will come in 3 days and the evil wizard Kraal has plans to take over. Prophecy proclaims that Ween can save the Kingdom if he can find the missing pieces to put back in the Revuss of Time.

BY VINCE GERACI

The Prophecy, by European game designers Coktel Vision, pulls you into a magical, sometimes surrealistic adventure where you'll encounter extremely challenging puzzles, fast-paced, timing oriented threats to your life, and a menagerie of bats, rats, gargoyles, humorous sidekicks, and wicked wizards. This is the perfect game to play with the lights out and a candelabra on your desk.

All the scenes in *The Prophecy* were created with beautiful VGA colors with video-like character action. The no-typing interface is the only easy part of this game. It has a European style of romance, danger and old world language that is reminiscent of a Middle Ages setting where the culture was steeped in mythological folklore.

Imagine that you live in an old world kingdom, in a small but cozy cabin. As the day fades into night, a storm rages outside and

Left: LOOK AT THESE EXCITING SCENES FROM THE PROPHECY

- 1** Volcano—You'll need split second timing to keep your boat afloat. This is a master-level game.
- 2** Urm, the Vampire Bat—Urm is a vampire bat that loves to eat. His magic powers may be the only thing that saves you.
- 3** The Revuss—You have only 3 days before the Great Eclipse. If you can gather the missing pieces and return them, you will be a hero.
- 4** The Kingdom of the Blue Rocks—This could be the end of the Kingdom of the Blue Rocks! Help Ohkram beat the evil Kraal.
- 5** Underground Maze, Cavern—There are mazes and puzzles that stand in the way of your quest, but your imagination will save the Kingdom.
- 6** Pasadena Overpass—You'll travel to strange, mythical, and mysterious lands in the dark foreboding Middle Ages landscape.
- 7** Open-Mouthed Monsters—Beware! There are fearsome monsters and sacred idols that will try to trip you up. Be brave.
- 8** Whatever—Whimsical, humorous, and sometimes clumsy characters offer their help. You have to decide whether they're a blessing or a curse.

frightening flashes of lightning cast eerie shadows. Suddenly, the door bursts open and there stands the silhouette of a dark ominous hooded figure.

He speaks, "On this day, evil omens are carried in on the storm. This could be the end of the Kingdom of the Blue Rocks!

Only three days remain before the moon will block out the life-giving light. This Kingdom may fall to the tyranny of the evil sorcerer, KRAAL.

The Prophecy proclaims that, on the day of the great eclipse, if three grains of sand are placed in the REVUSS hourglass by a brave hero, the enemy will be annihilated.

You must complete 3 perilous quests and for each success you will be rewarded with a grain of sand. Your first challenge is to open the entrance to the cave where the temple stands. Then, you must vanquish the Dragon of a

Hundred Faces. And finally, you must convince the guardian to open the Sanctuary.

If you are victorious, you will obtain the three grains of sand and on the day of the Great Eclipse, you will place them in the REVUSS. The Prophecy will be fulfilled and KRAAL will be vanquished."

WILL YOU BE A HERO OR A VICTIM?

One of the unique features of *The Prophecy* is that the game is played from a first person perspective. That means all the action takes place from *your* point of view. You are the main character. However, when you interact with other characters, you are referred to as Ween, the valiant-hearted, apprentice magician, who's mission is to save The Kingdom of the Blue Rocks from the evil wizard, Kraal.

Kraal is a master sorcerer who was banished by Ohkram (Ween's grandfather) for being a greedy, double dealing, and aggressive threat to the Kingdom's safety. He uses his magic to unleash monsters, traps, and curses.

But don't worry, you are not alone in your quest. You'll have several companions you can call upon in times of need:

Ohkram is the benevolent, old master sorcerer, protector of the Kingdom of the Blue Rocks, the trustee of the Prophecy, and grandfather to Ween. Until this day, he was the most powerful sorcerer in the world but this good and wise old man knows that his powers are getting weaker.

Ubi and Orbi are Ohkram's lively, scatter-brained, twin servants. They follow Ween on his journey and help him by carrying his bag. These two comics are braggarts rather than heroes and they are sometimes clumsy. But, that's what makes them so likable!

Petroy is Ohkram's old friend. He follows Ween's adventure in his mind and communicates with him by telepathy. This wise man loves to study magic books of spells. He helps Ween by deciphering ancient texts or messages written in strange languages.

Urm loves to eat fruit. He's a vampire bat that loves strawberries. He was tamed by Ohkram, with the help of strawberries, and he has remarkable magic powers. He appears when Ween plays the flute. This somewhat peculiar cast of characters adds both comedy and mysticism in *The Prophecy*. But if you think they are all you need to get through this game, *no way!*

WARNING: WEAR A HAT WHEN PLAYING THIS GAME. YOU MIGHT PULL OUT ALL YOUR HAIR

The Prophecy contains a barrage of challenging puzzle strategies. (Many of the objects you'll pick up and put in your inventory can be used on each other.) For example: When you reach the GARDEN you'll have to use the bag in the left-hand corner of the screen to catch the SNAKE, and

then click on BOND. This closes the bag and you can use the bag on the MONGOOSE. Now you have to use the SWORD on the LARCH tree. But hey, you don't have a sword.

This is the really cool part of *The Prophecy*. Just as if you were a wizard, you can go into your inventory, take the COPPER BALL, use it on the NECKLACE and it magically changes into a SWORD.

This type of wizardry is common when you play *The Prophecy*. You really get a sense of being the hero of the game. But don't forget, this is only *one* of the many strategy devices

A NEW AGE GAME ABOUT THE MYSTIC MIDDLE AGES

you'll need during the course of the game.

Further on in *The Prophecy*, you'll come to another tricky episode. This sequence challenges you to combine your logic, your mouse maneuvering agility, and your diligent dexterity. The entire trick to completing this scene is *timing*.

As it happens, you need to maneuver a small boat across a stretch of water to reach the volcano island. Sounds easy, huh? The boat has a hole in it and the water quickly fills the boat, it sinks and your character, Ween, dies.

It takes about 15-20 seconds for the boat to fill with water. In that time you'll have to get your HAMMER out of inventory, hit the PADLOCK, take the TAR and put it in your inventory, use the PIPE on the BOTTLE (it's a good idea to make the PIPE by changing the SWORD into a COPPER BALL and then use the COPPER BALL on the TIARA before you begin this sequence), take the CORK and use the TAR on the CORK. Put the CORK in the hole in the boat and use the HAMMER on the CORK to seal the leak. This is a master-level game player's challenge.

There are special features for changing the type style of the text, you can turn on the music, sound effects or both.

If you're valiant-hearted, *The Prophecy* is in your future. ✶

Modem Users Look At This:



SPECIAL OFFER

As a reward for your courage and fortitude playing *The Prophecy*, Sierra will give you a special gift! Inside each *Prophecy* box is a coupon with 4 questions about the game. If you answer all of them correctly and mail it in, you'll get 30 FREE hours of pure gaming excitement on *The Sierra Network*. It's an awesome \$29.95 value!

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EMPIRE OF THE INCA


Ground-Breaking Game Combines the Best of Action and Adventure

You get it all with Sierra's new game *Inca* from Coktel Vision. No matter what type of game player you are, you'll find an exciting challenge. *Inca* shines with top-quality VGA graphics and animation, plus it has movie-like special effects with video-captured characters. You'll be armed with sophisticated weaponry like Plasma Bolts (deadly), Jaguar Missiles (they have a homing device), and Sun Stars (these can be guided to your target with your mouse). But watch it, there are Spanish Conquistadors with swords that can shoot phaser blasts!

It has won awards of excellence for its graphics, sweeping 3-D animation,

by Vince Geraci

and music soundtrack throughout Europe. In fact, the soundtrack for *Inca* is being played on radio stations all over Europe, and now it's starting to be played on new-age radio stations in the U.S. Plus, there are dynamic sound effects of explosions, cannon fire, phaser bursts and many other kinds of realistic environment evoking sounds. This is an exciting game with super graphics, lots of action, and super sound. It's an interactive movie.

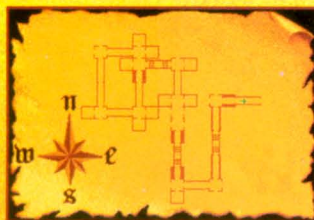
Inca is truly a game that appeals to all kinds of interactive computer entertainment game players. 

Coktel Vision uses the best there is in VGA graphics and animation. You'll get a fascinating look at the beauty of the ancient Inca empire when you watch the introduction to the game.



What are 15th century Spanish galleon ships doing in outer space? Inca takes you through a swirling cascade of time and space. Here's your chance to begin the new Inca civilization.

To be the new Inca you will need a keen mind to figure out the patterns. But you can click-on the right mouse button and plot your course on the map builder.



The bewildering mazes can be tough and complex, and watch out! These bizarre passages are filled with danger and mind-straining puzzles.

Blast through fast-paced spaceship dogfights that take you through interstellar planet canyons. You'll need super mouse or joystick agility to vanquish the onslaught of Spanish fighter pilots.



The control panel is uniquely set up with a line graph interface. All game players from beginners to master-level find Inca enjoyable and replayable.



Duck! These mazes are filled with Spanish conquistador guards. You might fight them with swords, dodge their phaser blasts, or scoot out of their line of fire. And watch your back. Just when you think you're in the clear, they might fire on you from behind.

You'll be challenged by a plethora of unearthly scenarios. Inca uses some very unusual ancient symbols and scene sets. You play Inca from a first-person perspective, and its hypnotic soundtrack will make you feel like you're really in the action.

Sometimes your only enemies are natural dangers. When you're zooming through space, you'll encounter sure death situations and sudden dangerous obstacles. You'll need spaceship piloting skills to get you to your destination in one piece.

GOLBLIINS 2

YIKES! THE KING HAS GONE BERSERK!

Someone has kidnapped his son. The governess, who was with him at the time, saw him being carried off by a bat-like, winged creature. Will the young boy be able to live through the horrendous treatment of the brutal torture master?

His captor is a horrible demon called Amoniak. He lives in a faraway land. It is a land that is so distant that it can only be reached by magic. Domenic, a powerful warrior and ruler of this kingdom, has also been seized by the demon, Amoniak.



Great sound effects and good music keep the game rockin' and be-boppin'!

Amoniak is seeking revenge on Angoulafre, who defeated him fifty years earlier in hand-to-hand combat. Now, Amoniak has made the Prince his jester!

Driven by despair, Angoulafre, the King, rushes off to see Modemus, the wise man, in the hope that he will be able to find the child with his magical powers.

If you had the chance to play *Gobliins 1*, you know you're in for a super challenging good time. Fair warning: *Gobliins 2* makes *Gobliins 1* look like a nursery rhyme.

**HELP WANTED:
THE KING IS LOOKING
FOR A FEW GOOD
ADVENTURERS**

Who else would apply for this outrageous journey through a corny cornucopia of crazy and silly situations than our two mis-

guided but talented goblins, Fingus and Winkle? They have completely opposite personalities but they work amazingly well together. They're as prepared to rescue the King's precious child from the clutches of the cunning demon as they are to battle a ferocious dragon in the name of honor and glory. Fingus is a serious, polite, and careful little fellow. Winkle is an oddball, a joker, and a reckless but funny comic character.

Before teleporting them, Modemus gives them his last words of advice: "I'm going to send you off by magic to the little village adjoining the castle. All the inhabitants of this village with the exception of a few privileged individuals, are dying of starvation and thirst. First of all, go and pay a visit to Tazar, my colleague who is the village magician. He's a bit grumpy but full of common sense. Your first mission is to get out of the village for a month, because when Tazar has drinking bouts, he won't let anyone leave."

**THIS WIZARD IS
A FUNKY DUDE**

The evil wizard, Amoniak, has built a moat around the castle and he decides who may come in and who may leave. The wise man Soka is immune to the ill-doings of Amoniak and meditates day and night to try to exorcise the little village.



You'll meet dozens of bizarre characters. It takes 2 goblins to tangle with the man-tree.

Since Amoniak took over the little world around the castle he's turned the good citizens' lives upside down.

Tom, the master clockmaker had his melodious clock chimes turned into a harsh tick-tock. Kael, the walking apple-tree is now

By Vince Geraci



Watch out for evil wizards who conjour up strange potions and weird spells.

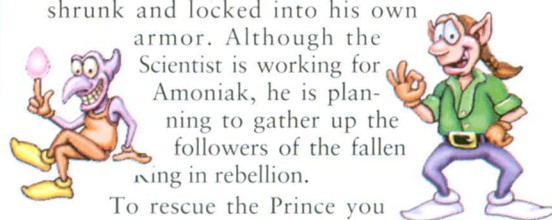
permanently thirsty. And then there's Vivalzart, the music-mad heron, who in an effort to cure his insomnia, is looking for mushrooms that will send him to sleep. The castle is guarded by a band of merry-makers who are more stupid than they are dangerous. Amoniak controls them with an idol they superstitiously hold in great esteem.



Imaginative and challenging puzzles will keep you in stitches for hours, days, weeks...

The King's son, who has now been turned into Prince Buffoon, is not the only prisoner. There is a Scientist that Amoniak has forced to build a shrinking machine to punish Domenic. Domenic has been shrunk and locked into his own armor. Although the Scientist is working for Amoniak, he is planning to gather up the followers of the fallen king in rebellion.

To rescue the Prince you have to get into the Throne Room. The best way to do this is to use the sea-passage beneath the castle. The goblins will have to use a combination of Magic and Science to return Prince Buffoon to Tazar's house.



A TALE OF TWO IDIOTS

They are the best of friends, they are the worst of friends. It's not that they don't like each other, it's just that in spite of their differences they usually have to work together. The two goblins are always on the screen at the same time. You can control them to simultaneously carry out a series of events to try and solve the puzzles they encounter in each episode.

Gobliins 2 is divided into 7 worlds or episodes. Each episode can contain several different scenes and each scene is interrelated to one or more of the others.

Gobliins 2 is a fun, light-hearted, brilliantly colored and designed game. It has a Save Game feature (thank God), and very funny sound effects and character antics. This game is another winner from Coktel Vision, the question is, do you have what it takes to be a winner?



You'll meet dozens of amazing characters along the way.



It's up to you and the Gobliins to keep the kingdom safe and rescue the Prince Buffoon.

HERE'S WHAT CRITICS ARE SAYING ABOUT THE ORIGINAL GOBLIINS!



"There is plenty of good fun here for the graphic adventurer..."

-Computer Gaming World



"... graphics are hand-drawn, 256-color works of art... Highly recommended."

-Questbusters



"... a delightful mix of adventure and puzzle gaming that will leave your gray matter positively fried."

-Video Games and Computer Entertainment



"... you'll want to snatch this one up. Its intelligent design and cute good looks will hook you right from the start."

-Game Players Magazine



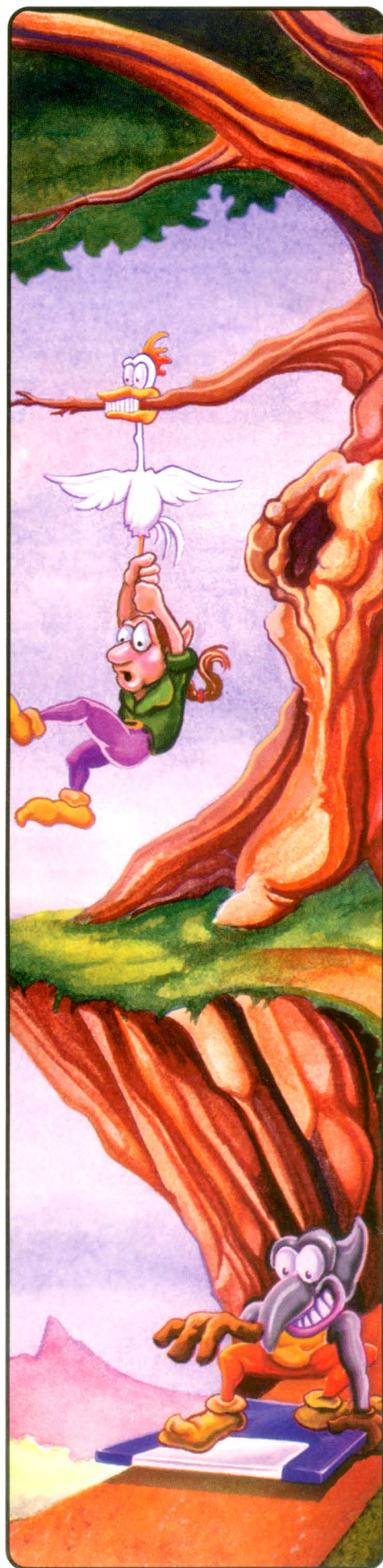
"... it's like Rubics Cube with a bad attitude."

-The Newark Advocate



"If you like the ultimate in brain teasers this game will meet your needs."

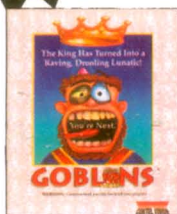
-The Newark Advocate



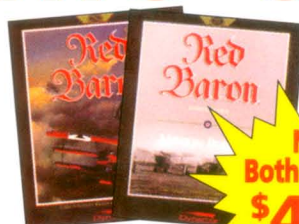
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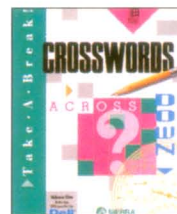


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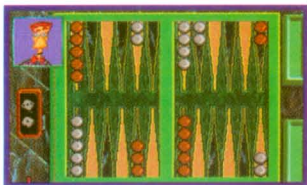
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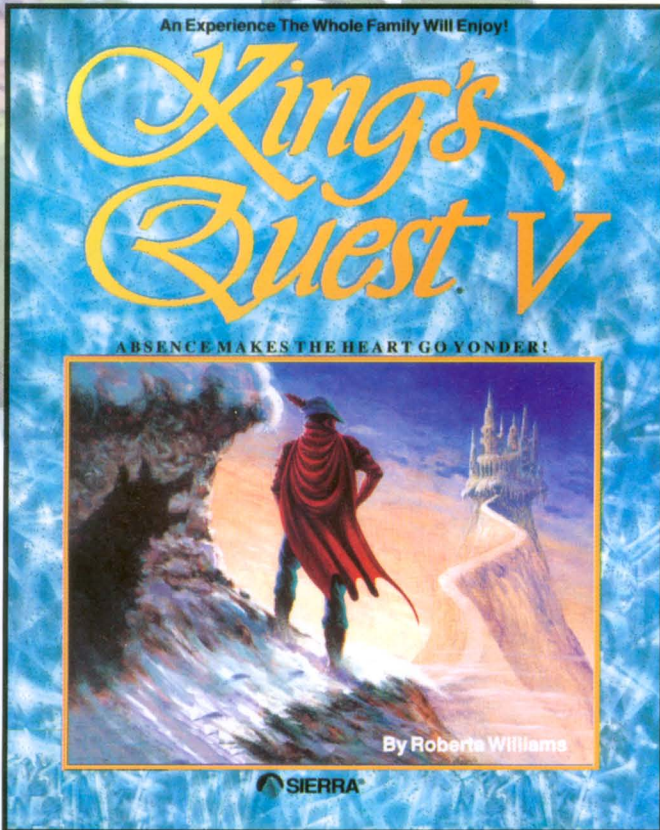
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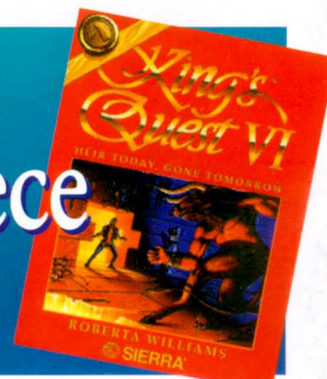
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King's Quest VI CD

A Multimedia Masterpiece

*Roberta Williams' Best-Selling Adventure
is Re-defining CD Games*



In a recent review of *King's Quest VI* in *QuestBusters* magazine, Peter Spear called the best-selling epic "proof that the era of CD gaming is upon us."

Bold words, considering the multimedia version of the game had not been released at the time and that Mr. Spear was simply anticipating just how good this groundbreaking game would be on CD. He listed all the reasons that *King's Quest VI* needed to be played in the CD version: Extensive animation, dialogue that begged to be heard instead of read, a dramatic opening cartoon that was pared dramatically to fit on the disk version. But he summed up the main reason in his final paragraph.

"It is because imagination has no limit and current hardware does. There are other games proving this point today, but *King's Quest* has always been the benchmark. It is the end of one era, and when it is released on CD, it should be the beginning of another."

The era of CD gaming has arrived. *King's Quest VI*, which is being finished for CD-ROM as this article goes to press, is the best proof that multimedia is no longer the future of computer gaming. It is the high-res, full audio, 3D-rendered present.

A True Multimedia Experience

The *King's Quest VI* CD team, under the direction of the game's lead programmer, Robert Lindsley, clearly had their work cut out for them. Given the rich design of the game and the spectacular art and animation of the original disk version, it was tempting to simply port the game over to CD like so many game companies are now doing. Thankfully, the game had been designed with an eye toward the final CD and the team set out to build a true multimedia experience.

The proof of this comes up immediately when you start the game. The story opens with a spectacular introductory cartoon, developed by the Hollywood animation company Kronos, best known for their special effects work on the movies *Batman Returns* and *The Lawnmower Man*.

On the disk version, this cartoon took up eight megs of hard-drive space and ran about three minutes. The CD version, in contrast, runs seven minutes and spans a massive 50 megs of CD space. It includes many sequences and conversations not

found on the original disk opening.

The entire sequence is animated in a process called "3-D rendering". Simply put, this creates a 3-D model of a world where the point of view can shift in full motion video. This creates dramatic camera movements that give the player the impression he is truly moving around the room, looking at the characters from many angles.

This is just the beginning of the visual feast that awaits a player in *King's Quest VI*.



A spectacular 50-meg cartoon opens the story. The 3-D rendering was executed by Kronos, a company that worked on Batman Returns.



The new talkers are high-res, with the lip-synched voices of Robby Benson and others.

Enhanced Graphics and Animation

Players running the new *King's Quest VI* CD or disk version under *Windows* will see improved, high-res graphics in many parts of the game. High-res graphics have been added on all talkers (the close-ups of characters during conversation), all inventory items, and the icon bar.

The talkers have also been overhauled to include accurate lip-synching during conversation. Using the same critically-acclaimed technology that Bright Star (Sierra's sister company in Seattle) used on *Alphabet Blocks*, the enhanced talkers

advance the film-like feel of the game, giving one the impression that he or she is controlling an interactive movie or cartoon.

It's these talkers that truly set the game apart from its disk-based counterpart.

Robby Benson Leads a Talented Cast

While the press praised the multimedia nature of Sierra's earlier CD games, critics were often disappointed with the acting abilities of the employees who did the character voices. Last year, Sierra began to use professional actors for many roles (including Gary Owens as Roger Wilco in the multimedia *Space Quest IV*).

King's Quest VI on CD shows the wisdom of this move. Professional actors were cast to play all parts and the resulting quality is phenomenal.

Robby Benson, who gained critical praise for his portrayal of the Beast in Disney's *Beauty and the Beast*, stars as Prince Alexander, crossing an intricate and dangerous world in his quest to save his true love, Cassima. Bill Ratner, one of Hollywood's most sought-after voice-over artists, plays the narrator. In all, over 30 professional voice actors comprise the cast of *King's Quest VI*.

Sierra went to John Grayson, a Hollywood talent coordinator, to cast the various roles. After the actors were selected, recording was done in a studio in Southern California. The recordings were then synched to the talkers in Sierra's studios outside Yosemite National Park.

More Music on Multimedia

As a final treat, the full audio recording of "Girl in the Tower", the love theme of *King's Quest VI*, was added to the CD. Written by Sierra composer Mark Siebert, with lyrics by Jane Jenson (who shared design and writing duties with Roberta Williams on *King's Quest VI*), the haunting song plays as the final credits roll in the game.

What's Next for CDs?

King's Quest VI will also be released as a Mac and Mac-CD title. In the meantime, Roberta Williams is hard at work on *Phantasmagoria*, a top-secret, CD-only title that will once again stretch the technological limits of the format when it's released early next year.

The age of CD gaming is truly upon us.

By Kurt Busch

Countdown to V-E Day

INTRODUCING



A★C★E★S OVER EUROPE

By Barbara Ray with John Bruning

Aces Over Europe is certain to be the definitive WWII air combat flight sim of the European theater. It is the newest simulation by Dynamix, the company that defines the industry standard for historical flight simulations. As the newest *Great War Planes* entry, *Aces Over Europe* joins the award winning *Aces of the Pacific* and *Red Baron*.

★ ALLIED AIRPOWER TO THE RESCUE

April 1944. The grip of Nazi oppression was tight around the throat of European freedom. Europe's last hope was that the destructive force of Allied airpower could break Hitler's hold and return self-determination to the continent.

So begins the airwar of *Aces Over Europe*. On April 1, 1944, the Allies released the mighty 2nd Tactical Air Force and the 9th Air Force against tactical targets in France and the Low Countries. After D-Day, both sides struggled fiercely to support their ground troops with air power. In the skies over France, the Allies and the Luftwaffe were engaged in a tooth and nail battle for air superiority in the Summer of '44. Those decisive battles ultimately ended with the bloody decimation of the Luftwaffe. In September 1944, the front lines were nearing German borders and the importance of tactical air power increased dramatically.

The importance of air-power in the European theater motivated the Dynamix flight team to "raise the stakes" in terms of realism. To this end,



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Dynamix has painstakingly recreated the historical details of this period. *Aces Over Europe* includes all-new mission types to simulate the conditions unique to the European theater. New mission types include Close Support, Interdiction Missions and Armed Reconnaissance.

Close Support Flights

In Close Support flights, you fly to the defense of the valiant men in the trenches by attacking enemy tank and vehicle convoys, coastal batteries and fortified positions. New vehicle targets you may attack in *Aces Over Europe* include the German Panzer IV, Jagdpanzer IV, Panther, Tiger, Puma, Whirlwind, and SDFK-Half Track. Allied vehicles include the Sherman, Churchill, M-3 Half Track and the Duck amphibious truck.

Interdiction Missions

Interdiction missions are not for the faint of heart. Your job will be to perform ground attacks deep in enemy territory. The targets are many and varied: supply bases, railroad yards, trains, radar installations and airbases.



Design your own challenging dogfights and fly deadly missions for Britain, Germany, or the U.S.

Armed Reconnaissance Missions

A few brave aces will be needed to fly Armed Reconnaissance Missions, a tension filled free-for-all in which you diligently patrol a designated area and destroy all enemy ground targets you find there.

FLIGHT SKILLS

For those who mastered anti-shipping missions in *Aces of the Pacific*, you will discover new challenges to your skills in *Aces Over Europe*. Perhaps you will be assigned to fly an RAF Coastal Command Mosquito XVIII (equipped with a 57mm cannon, one of the largest mounted on a British plane during the war) over the Bay of Biscay in search of German convoys. Or



Take control of historic warbirds like the Messerschmidt 109, Thunderbolt, Mustang, Focke-Wulf 190, and Mosquito.

your orders may require you to forcefully blast a Norway-bound German destroyer force while flying a Mosquito VI or Tempest V.

If you pursue a USAAF career, you may choose to fly Thunderbolts, Mustangs or the Lightnings of the 9th Air Force. During the weeks before the Normandy invasion, you will be targeting bridges, V-1 rocket sites and radar installations. German fortifications along the Channel coast will be crucial targets, particularly for American fighter-bombers.

Brave pilots will be needed for the momentous task of escorting heavies home from Berlin. In *Aces Over Europe* you can fly with the 4th Fighter Group or the famed 56th "Wolf Pack" to return those B-17s from Germany intact.

Dynamix has added to the award-winning features of *Aces of the Pacific* by enhancing the flight models in *Aces Over Europe*. In the pursuit of increasing flight realism, pilots will now experience realistic spins.

Aces over Europe tests your flight skills against legendary German aces like Adolf Galland, Josef Steinhoff, Pips Priller and Theodor Wesseinberger. From Great Britain comes Pierre Closterman, Sailor Malan and Johnny Johnson. Finally, to represent the U.S. Aces, Dynamix drew heavily from the peerless 354th Fighter Group's roster including Dick Turner, Glenn Eagleston and James Howard. U.S. aces Walker Muharin, David Schilling, Francis Gabreski and Robert S. Johnson represent the "Wolf Pack" and the valorous John C. Meyer and George Preddy round out the list of U.S. aces.

Each flight you face is based on one of the many actual squadrons stationed in the area of the encounter. On a routine patrol, you might crest a hill and spot a squadron of black-nosed Focke-Wulf 190

D's. Instantly your heart starts pounding, you've tangled with the brutal JG1 before. You quickly retreat to avoid another beating.

As you gain flight experience, you will learn to recognize friendly and enemy squadrons by their aircraft colors. For instance, the infamous German "Abbeville Kids", JG-26, appear in *Aces Over Europe* sporting their dreaded yellow noses (an affectation which earned them the nickname, "The Yellow-Nosed Bastards."). The Dynamix flight team has included authentic squadron markings on plane noses and rudders to enhance the visual authenticity of the simulation.

Aces Over Europe also unveils stunningly detailed new cockpit views and enhanced 3Space graphics. Dynamix has perfected the ability to camouflage aircraft shapes, so that all planes now appear with their original camouflage schemes. Luftwaffe aircraft are depicted in green splinter camouflaged glory and RAF aircraft are resplendent in their disruptive gray-blue and green liveries.

★ THE PINNACLE OF TECHNOLOGY

For fans of the *Great War Planes* series, *Aces Over Europe* is sure to exceed all expectations. This latest entry brings all the features you've come to expect from the Dynamix flight team with the addition of new missions, new aircraft, new aces, enhanced flight models and even more stunning artwork.



New 3Space realism includes squadron markings, camouflage, and dimensional shading on great warplanes like this Supermarine Spitfire XIV.

If you haven't yet had the pleasure of flying with Dynamix, delay no longer. *Aces of Europe* is the pinnacle of historical flight simulation technology.



Red Baron™

MISSION BUILDER

Pro Tips

By Chris Shen

With *Red Baron Mission Builder*, the possibilities for creating your own custom missions are virtually unlimited. You control all the variables - the amount of daylight, mission type and formation, even the skill level of your opponents. The sky is, literally, the limit. In case you're still adjusting to all this freedom, here are some expert tips on how to get the most from your *Red Baron Mission Builder*.

MISSION BUILDER CONTROLS

To build the greatest missions ever devised, you need to get familiar with the *Mission Builder* controls.

Use All Groups to review all aircraft

As you start to make larger missions, it's easy to lose track of all the flight groups that you've created. To make sure that you have achieved the desired balance of Allied and German groups, use the **ALL GROUPS** button to compare the opposing forces side by side.

Picking One Group out of the Crowd

When you have several groups placed tightly together, select **DISPLAY ONE PATH** to see a group's flight more clearly. When you want to target another aircraft group, select the **SHOW ALL PATHS** option.

More than one Path point at a given location

If the paths of two or more groups share a path point location (often a

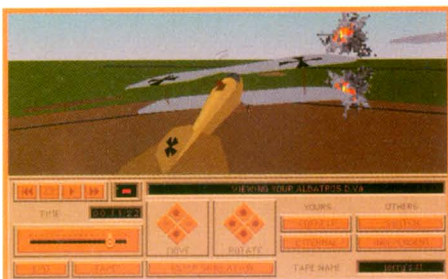
result of group targeting), selecting one of the groups via the **ALL GROUPS** menu will place that group's path points on top of any other points at a shared path point location. (This allows you move or delete one of the group's path points without disturbing the path points of other groups).

Groups are placed at center of icon

The scale of the *Mission Builder* map is approximately 2.25 pixels per mile. When placing group icons (especially the zeppelin), keep in mind that the group will begin the mission from the icon's center pixel.

Use the VCR to review your work in progress

The *Red Baron* mission recorder serves as an excellent tool to test your mission prototypes. If you fly a custom mission and do not have an expected encounter with another aircraft group, save the mission to tape. Go to the VCR and Load the tape. Switch to **EXTERNAL** view and



Test your skill with hot new planes and five new WWI aces.

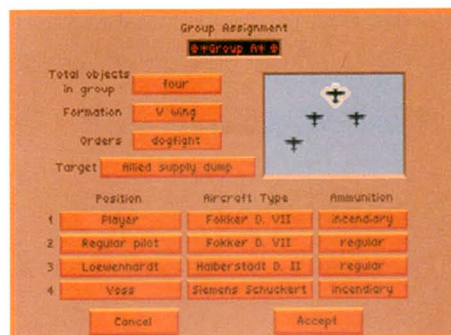
press **SWITCH** until you can see the NPC aircraft that you should have met. The flight may have an incorrect path point, incorrect orders, or may simply never get close enough to the player's flight to spot it. To ensure that an NPC flight detects another group, that group and the NPC group should be simultaneously visible when viewed from VCR **EXTERNAL** view.

PLAY BALANCE

Now that you know how to get the results you want from the *Mission Builder* controls, you can spend your time fine-tuning your missions until they feel just right. The following tips will help you define and adjust play balance in your missions:

Plane Type

The easiest way to affect a mission's difficulty is to change the total number of aircraft included. If you're familiar



You select aircraft type, flight path, formation, and mission for each air group.

with the flight characteristics of the planes, adjusting plane types can give you more exacting control over play balance. If a mission seems slightly too difficult, save the mission, then try putting the player in a plane with better speed, climb rate, and/or gun setup. Save this mission under a different file name and then try flying both missions. In many cases, you will find that you can completely transform a mission by exchanging plane types.

Opposing Forces:

Most players' first instinct is to pit roughly equal forces against one another when building missions. However, with some experimenting you may find that the creative use of mismatched forces can make your missions equally, if not more, exciting.

Odds Stacked Against You

Fighting a superior foe is likely to be an exhilarating challenge. With the *Mission Builder*, you can create missions where merely surviving feels like an all-out victory. When building missions for yourself, try making the odds a bit uneven. You'll never know how good you are until you've pushed your flying abilities to the limit.

Turkey Shoot

Flying against an inferior foe can also be exciting. For example, you may start from a position that makes it difficult to capture any glory before the enemies are cleaned up. Another interesting mismatch is to challenge the player to find a lurking enemy. A lone aircraft flying along the ground can be very hard to spot.

Find Someone to Trade Missions With

This is the best way to enjoy and improve your mission building. Set criteria and propose design challenges to your friends. Your criteria could be as simple as mission type or you can try

limiting the groups, maps, aces, and/or planes allowed. When trading missions, use your briefing text to full advantage. You might provide the information needed to tackle the challenge ahead, describe a grand backdrop for the upcoming scene, or foreshadow any surprises you've whipped up (heh heh). With a good briefing, a well designed mission can become a puzzle to solve. For example, good briefing text might tell you that, in a certain mission, it's possible to flame all enemy balloons, but that you may need to attack them in a specific order to prevent friendly bombers from being shot down.

Trading missions with friends isn't only fun, it will make you a better mission designer. Seeing how other people approach a given mission design challenge will give you new ideas to employ in your future missions.

GET CRAZY!

While some people prefer to use the *Mission Builder* to create historically realistic missions, pushing the boundaries of reality can also be a real blast. Try putting Manfred von Richthofen in a bomber. . . or, on second thought, put four von Richthofens in bombers and see what happens. Put the player in the middle of 16 balloons and a barrage of flak, or send a zeppelin skimming past the Eiffel Tower through the middle of a swirling dogfight. Whenever possible, we've tried to give you the freedom to choose, because sometimes unusual missions are the most exciting!



You set combat conditions like altitude, weather, time of day, cloud cover and battlefield.

Now it's time to fire up your imagination and see what you can do. Fine-tune your use of the *Mission Builder* controls, then try trading some missions with friends. Go out on a limb and design some really wild missions to give your skills a workout. If you're ready to have aerial fun, the *Red Baron Mission Builder* is your wingman.



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Red Baron

This detailed portrayal of early air combat pits you against more than 20 historical German, English, and French aces. It features 28 types of vintage aircraft, including Spads, Nieuports, Sopwiths, and Fokkers, in over 40 different missions. Record your mission and play it back from multiple camera angles. Fly individual missions or chart a career, earning medals and promotions. *Red Baron* comes with battle maps and a 238-page manual packed with information and a pictorial history of the pilots and aircraft of the era.



Red Baron Mission Builder

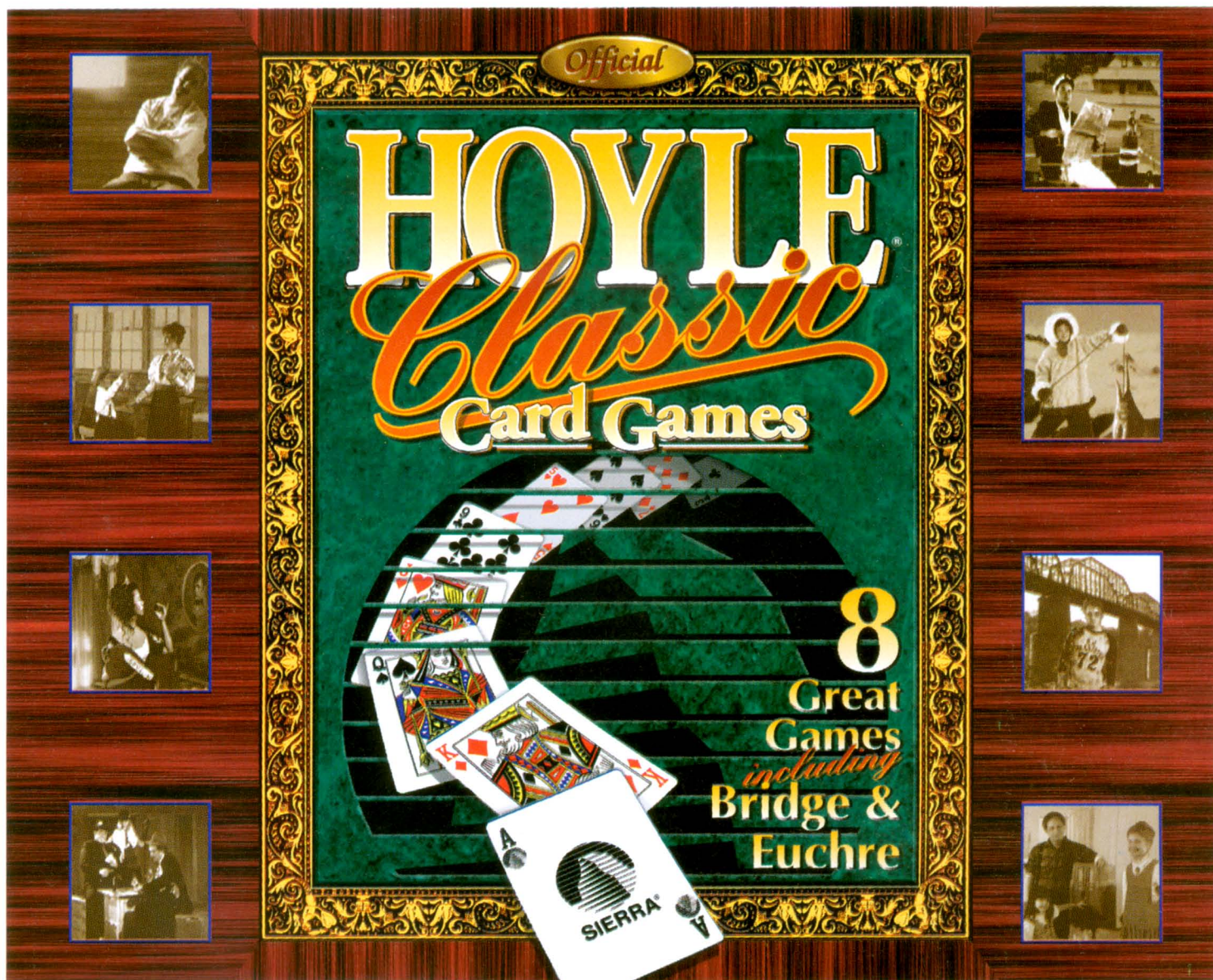
This major add-on package takes you to even greater heights, with more scenarios, more planes, and more enemy aces. Select the time of day, weather, cloud cover, pilot skill levels, and whether you'll fly solo or in formation with up to four friendly aircraft.

Whether you're a raw recruit or a seasoned ace, *Red Baron* and *Red Baron Mission Builder* are outstanding experiences in aerial warfare. It's your ticket to the exciting and incredibly detailed skies of the *Great War Planes* series.

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No One Resists Change Like a True Believer

It's been a little over a year since I wrote about the original *Hoyle Book of Games* in this magazine, proclaiming I had bolted this game into my hard drive. I considered the first three volumes of the *Hoyle* series practically perfect; the only games I was convinced I would play forever. I saw no good reason to change something that so clearly was not broken.

Fortunately, I do not make new product decisions at Sierra.

Hoyle Book of Games, Volume 1 has been totally re-invented, emerging as *Hoyle Classic Card Games*. In addition to the six great card games featured in the original volume, the package now sports one of the easiest-to-use versions of *Bridge* anywhere and the popular game *Euchre*. The entire program has been re-illustrated, re-scored, revitalized, and completely re-created for the 90s.

And, after an afternoon of playing it, I—the most unswerving devotee of the

original—am convinced it leaves the first *Hoyle* volume in the dust.

No one is more devoted than a convert.

Rebirth of a Classic

Ideas for a new game come from a lot of places at Sierra, but Ken Williams is usually found in those places. The place



Hoyle Classic Card Games offers you great games and a great cast of card sharks.

By Kurt Busch

that gave birth to *Hoyle Classic* was The Sierra Network (TSN), and Ken was there, playing card games in the clubhouse.

TSN, Sierra's on-line multi-player game network, is frequented by a lot of talented card players, and a few of them taught Ken how to play *Bridge*. He liked the game (and TSN's interface) so much, he talked to Warren Schwader (designer of the original *Hoyle* games) about adding it to a VGA revision of *Hoyle 1*.

The idea was to create a *Bridge* game that was easy to get into and play for beginners, while still retaining the depth of play and strategy that seasoned *Bridge* players would demand. Richard Aronson, a Sierra programmer who's also a *Bridge* champion, recruited fellow programmer and *Bridge* champ Corey Cole (co-designer of the *Quest for Glory* series) to help design a *Bridge* strategy that would provide a challenge for all levels of players.



The new Hoyle lets you take on Sierra's favorite characters or a new batch of players.



A variety of playing backgrounds and decks make this game a visual feast.



Choose from eight classic card games, including Bridge.



Each character has a different skill level at each game, letting you select the degree of difficulty for each game.



There's even a Klondike solitaire game for a quick hand of solo strategy.

Warren and Robert Holmes, project manager for the new *Hoyle* package, searched around for another game to add to the roster and eventually settled on *Euchre*. *Euchre* is a popular mid-western card game, best described as a single-deck version of Pinochle. The game uses the upper half of the deck (cards nine through ace), and features four players playing in partnerships.

Many people, mainly from the midwest, who'd played the earlier *Hoyle* games had written and requested *Euchre* in future collections. Fortunately Warren (who's originally from Wisconsin) was a *Euchre* expert.

These two games were added to the original list of six: *Hearts*, *Cribbage*, *Gin Rummy*, *Crazy 8's*, *Old Maid*, and *Klondike Solitaire*. Then the team set out to build a collection of games that truly eclipsed the original.

Like A Well-Hoyle Machine

Among the many features that set *Hoyle Classic* apart from the run-of-the-mill computer card games is the opponents you face across the card table.

Players of the first *Hoyle* game will remember how that revolutionized computer card games. Rather than mouse-shuffling the same old deck and playing the same old game of *Klondike*, *Hoyle 1* let players challenge a host of animated opponents (many of them Sierra characters), each with his or own unique skill level.

There's a whole new crop of Sierra characters this time around: Quarky (from *Turbo Science*, a Sierra Discovery Series title); Leisure Suit Larry; King Graham of *King's Quest*; Pepper (star of her own Sierra Discovery Series history title, *Pepper's Adventures in Time*); the irrepressible Willy Beamish; *Space Quest*'s cosmic custodian, Roger Wilco; the intrepid heroine Laura Bow; Adam (of *EcoQuest* and *Lost Secret of the Rainforest* fame); and the brilliant but bizarre Dr. Brain.

As if this line-up weren't enough, the *Hoyle* team cooked up a second cast of characters, each uniquely tied to one of the games in the collection. Members of the team itself agreed to get made-up and costumed and went before the video camera to create the cameo bits that provide an off-beat introduction to each game. They are:



Billy Joe (as in that star-crossed teenager who suspiciously took a dive from some southern bridge), emerges from the depths to show you (what else) *Bridge*. Don Waller -who did triple duty on art, animation, and lip synching - plays the seaweed-clad Casanova.



Scout, a mid-western child (played by Robert Holmes' daughter, Raleigh) is your host for *Euchre*.



Crazy Jack, who introduces you to *Crazy 8's*. Warren himself appears as the straight-jacketed card shark.



Trudy (a school marm, played by Gloria Garland, who did art, design, and documentation supervision), and Chip (a little boy, played by Andrew, the son of Cindy Swafford, a Sierra programmer on the Freddy Pharkas team), take turns introducing players to *Old Maid*.



Dinky, a roaring 20s gin runner (played by programmer and *Bridge* designer Richard Aronson), makes you an offer you can't refuse in *Gin Rummy*.



Josephine, a lovelorn chocoholic played by Sierra audio administrator Veronica Oldfield, waxes rhapsodic over *Hearts*.



Winthrop, a nattily dressed yachtsman, played by Sierra programmer Robert Lindsley, reigns over the rarefied world of *Cribbage*.



Fairbanks, a fur-clad Eskimo, finishes up the cast, hosting everyone's favorite solitaire game, *Klondike*.

Although each of these players is thematically linked to one of the games, they can all be challenged at any game on the list. You can have a foursome, selecting any of the sixteen available characters. Since each has his or her own ability at each game, you can hand-pick your opponents to make each game as easy or difficult as you'd like.



Characters actually talk to you during a friendly game.

Talk, Talk, Talk

Hoyle Classic's new characters actually speak! And not just via those little word balloons but in actual, glorious, 100% digitized human voice (for those playing with most major sound cards). And what they have to say is often as colorful as the characters themselves. A full two disks in the game are reserved for digitized speech. These players will give you an earful whenever you win, lose, make a great play, make a dumb play, or just make them impatient by taking too much time.

But soundcard owners will enjoy a lot more than talk with this collection. In addition to producing and directing the new *Hoyle Classic*, Robert Holmes also served as the composer on the project, bringing a unique, customizable soundtrack to the playing table. Each game features its own theme, based on the musical styles of the period in which the card game is set. The player can also set the game to randomly change music during play.



On-Screen rules and options let you learn a new game or customize a favorite.

Like most of Sierra's newer games, *Hoyle Classic* features full 16-bit audio card support, as well as supporting most major sound cards. The games will also run under either DOS or Windows, and features EGA and VGA support in the same package.

A Feast for the Eyes

One of the most compelling features of the new *Hoyle Classic* is the incredible selection of decks and playing tables. Where the original *Hoyle* delighted players with different colors of backgrounds and cleverly illustrated 16-color decks, the new *Hoyle Classic* absolutely dazzles you with richly detailed, 256-color options.

Ten different playing tables are available, featuring elegant carved-wood surfaces, discreet oriental patterns, soothing marble playing fields, and astounding art deco backgrounds.

You can also choose from nine different dazzling decks, including the traditional blue or red *Hoyle Shellback* design.

The interludes provided by the characters described earlier are also a feast for the eyes. The episodes were rendered in vintage sepia tones, giving the whole production a fun, campy edge.


And *Hoyle Classic Card Games*, happily, contains the same intuitive interface found in *Hoyle 3*. This lets you shuffle, deal, and play with the click of a mouse button. In the case of *Bridge* especially, this makes card games easy to learn, play, and (hopefully) master.

A Deeply Documented Package

Those sepia characters also carry over into an exhaustive reference manual that comes with the game. In addition to explaining all rules and variations, the manual goes into the history of each game and even traces (with tongue firmly in cheek) the very history of civilization through card games.

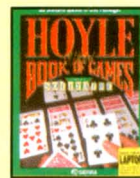
Like its predecessors, *Hoyle Classic Card Games* also allows players to access rules and options on-screen at any time during play. This makes it an enormously entertaining tool for learning new card games.

Deliciously Addictive

If you haven't tried any of the *Hoyle games* (see inset), *Hoyle Classic Card Games* is definitely the one to get started on. M. Evan Brooks, an editor of *Computer Gaming World*, described the original *Hoyle* (in an article entitled "What Computer Games Critics Really Play") as one of the ten games he kept on his hard drive. Find out why over a quarter-of-a-million people have become hopelessly addicted to these great games. With the addition of an outstanding *Bridge* program, *Euchre*, and whole new look and sound, *Hoyle Classic Card Games* will most likely find a permanent place on your drive. 

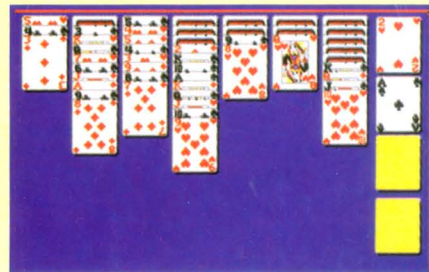
So Many Hoyles, So Little Time

Once you start playing *Hoyle Classic Card Games*, the natural question is "How do I stop?" The only thing I've found effective in breaking a *Hoyle* addiction is switching to another *Hoyle* game. There are two more, and both are great.

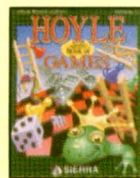


Hoyle Book of Games, Volume 2: Solitaire

Although this is an EGA-only title, there's no shortage of fun. This definitive solitaire collection contains 28 different games, ranging from the traditional (like *Klondike* and *Yukon*) to the exotic (like *Scorpion* or *Fortress*). Two new games - *Slide* and *Bowling* - were designed especially for this collection.

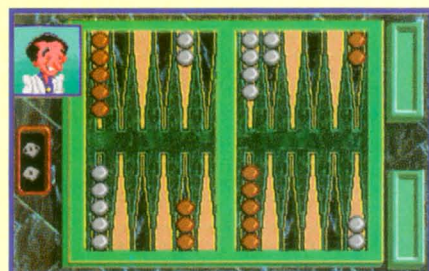


Twenty-eight solitaire games in one box!

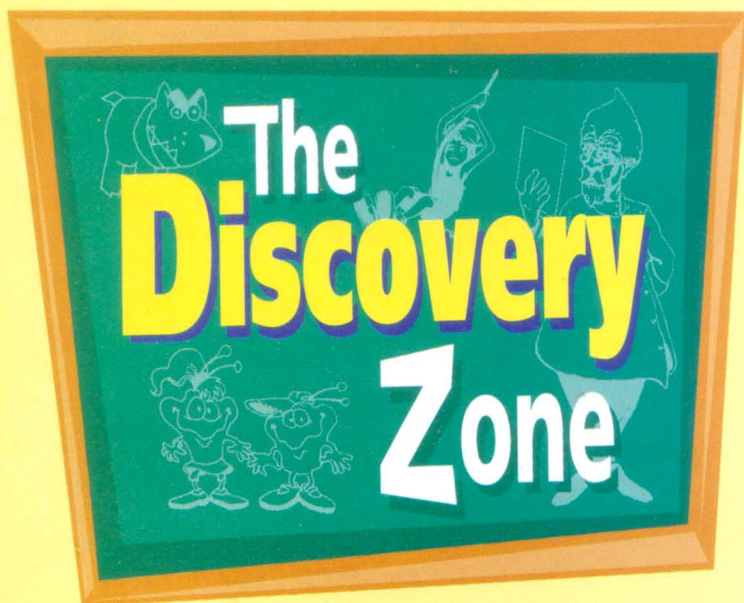


Hoyle Book of Games, Volume 3: Great Board Games

An outstanding package for the whole family, this collection features six of the best board games around: *Checkers*, *Backgammon*, *Pachisi*, *Yacht*, *Dominoes*, and *Snakes & Ladders*. This was the first *Hoyle* game to be rendered in VGA, and features delightful hand-painted 256-color art and charming animation. You can challenge friends and family, or take on any of the 18 animated opponents. Options include animated game variations, like frog checkers.



Challenge your friends and family or Sierra's characters to classic board game action.



A special section
devoted to family fun
and learning.

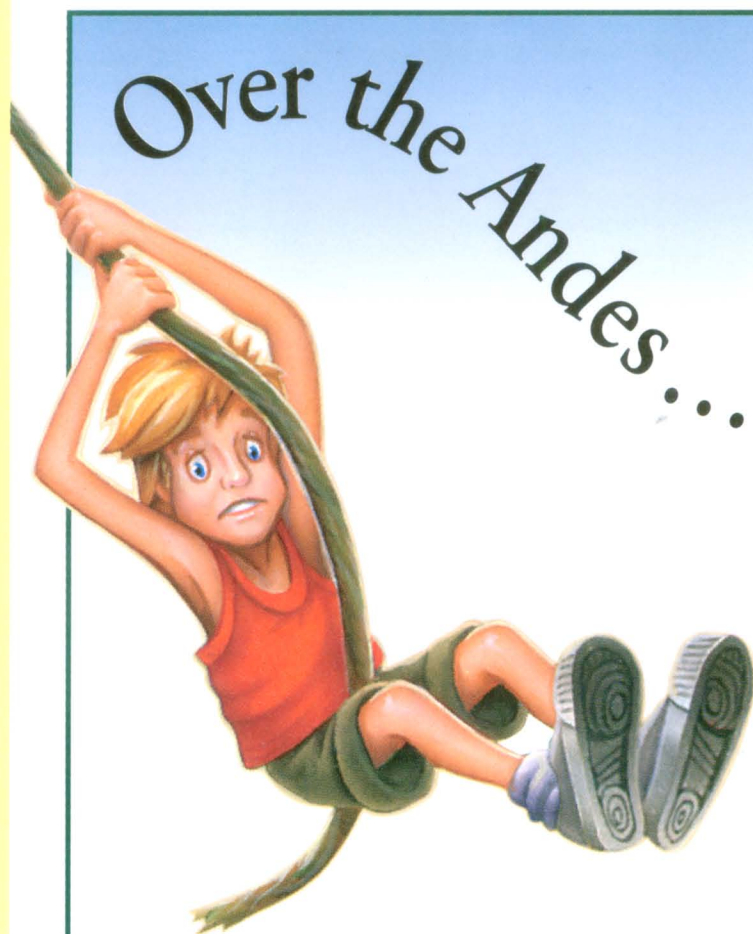
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From the fabled lands of *King's Quest* to the kooky cosmos of *Space Quest* to the mean streets of *Police Quest*, a big part of the fun of playing a Sierra adventure is the pleasure you get exploring an exciting new world. In *Lost Secret of the Rainforest*, the latest *EcoQuest* game in the *Sierra Discovery Series*, you enter one of the most intriguing worlds to appear in any Sierra game. It's a fascinating place, populated by incredible creatures and filled with challenging obstacles. And it's real.

Lost Secret of the Rainforest is a suspenseful adventure which the whole family can enjoy, especially kids 10 and up. In it, you must defeat the real-life dangers threatening the rainforests of South America. On your quest, you'll trek through lush jungles, descend into mysterious caverns, and climb to ancient ruins atop craggy, mist-covered peaks. The scenes are spectacular, digitized from beautiful, hand-painted backgrounds. They even shift from day to night before your eyes. The sense of "being there" is further enhanced by a dynamic stereo soundtrack that features authentic animal sounds and indigenous music.

Although beautiful, your trip through this exotic ecosystem is no picnic. Unexpected perils lurk at every turn. You'll see sights long hidden from man and need to make daring escapes from unscrupulous villains. You'll meet endangered animal species, rare flora, and primitive native cultures. Your task is to prevent their extinction by poachers and other outlaws who would destroy the environment to satisfy

and up the Amazon

by Rich DeBaun



LOST SECRET OF THE RAINFOREST

their greed. If you're successful, you'll learn the amazing truth that lies behind the ancient myths of the rainforest.

South America, take it away

The action begins at the port of Iquitos, where Adam Greene and his father have just arrived and are about to go on an expedition up the Amazon. Things begin to go awry for you (as Adam) almost immediately. Among the colorful locals hanging around the waterfront are truculent customs officials, luggage-nappers, and a couple of suspicious characters who hint that trouble is just around the corner. Before you know it, a pair of mysterious creatures whisk you away to the wilds of the uncharted rainforest.

The rainforest is an alien, enigmatic place, with many secrets. The dark forest floor is relatively sparse, carpeted with decaying leaves, and populated mostly with insects. Climb a tree to the canopy level (the tree foliage level), and you'll discover a completely different world—bright, sunny, and lush. A riot of color, the canopy is the most populated layer of the rainforest, alive with birds, snakes, and monkeys, as well as strange plants and tangled vines. Higher still, emergent trees rise above the forest like islands in an undulating sea of green treetops. The rainforest is a maze of flora and fauna, and you'll have to be both clever and knowledgeable to solve the ecological puzzles blocking your path.

Fortunately, there's a new piece of on-screen gear to help you understand just what you're getting into: a

hand-held computer called an "Ecorder." The Ecorder is a sort of "information detector." You use it to collect and record all sorts of useful information about objects you find during your adventure.

The Ecorder data bank starts off with general classifications—animals, plants, eco-threats, indigenous people, etc.—then organizes the facts you gather on your quest into detailed files. For example, if you click the Ecorder on a toucan, the Ecorder will display and store information about toucans, including a picture and a quiz. Using the Ecorder, you can review this information later in the game. This is important because you can't solve some puzzles without using specific clues revealed by the Ecorder.

If you can successfully deal with a horde of irritating insects, an incapacitated sloth, and a family of flammable fowl, you may find the source of some jumping jungle rhythms and fall into what appears to be a deserted village—a "deserted" village where cookfires still smoke and an empty hammock still swings. Without giving too much away, it's fair to say if you feel like you're being watched, you probably are.

From this point on, your quest begins in earnest.

Bungle in the jungle

The deserted village is the threshold to the main adventure in *Lost Secret of the Rainforest*. After showing you're able to solve some preliminary puzzles, you'll soon be called upon to go on a quest vital to the survival of the rainforest. Your quest will lead you to

several strange places, each populated with engaging characters and mind-bending problems.

The native people you'll encounter are elusive and shy. They're also troubled by a series of interlocking problems. If you're able to help them, they'll give you some useful gifts. More importantly, they'll reveal the identity of their shaman to you. Help the shaman, and he may initiate you into the tribe. This is crucial, for the mystical visions and legends which surround the initiation ceremony are key to your completing the quest.


The wild creatures of the forest are another source of aid. It pays, for example, to do a little networking with a perky fruit bat named Paquita. Feisty, clever, and knowledgeable about the rainforest, she'll lead you to places humans have never been. In addition to Paquita, there's a whole menagerie of animal allies who can give you valuable clues to your quest. There's the legendary Black Leopard who poses sphinx-like riddles, Chiropterus, the high priest of the bats, and a stranded howler monkey. In general, you should help all who are in trouble. You'll get plenty of valuable help on your quest in return.

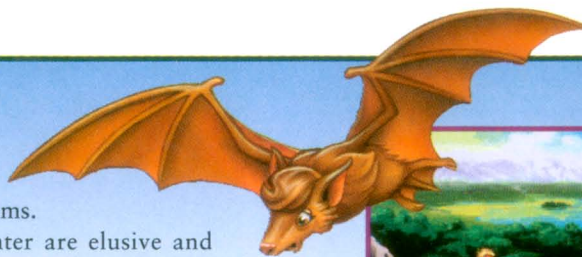
However, not everyone you'll meet is nearly as helpful. As you penetrate the remote areas of the rainforest, you'll be pursued by some pretty serious bad guys lead by a "renegade" named Slaughter. These delinquents are against everything Smoky the Bear, Woodsy the Owl, and Captain Kangaroo stand for. Slaughter and his gang of arboreal banditos despoil the rainforest as they loot its resources, without any concern at all for the permanent, irrevocable damage they cause. What's more, they are ready to cut down everything and everyone who stands in their way—including you. You'll be wise to avoid being captured by Slaughter. Although you can't "die" in the game, you can spend an eternity trying to figure out how to escape his clutches if he catches you.

The educational focus of the game is on ecological extinction, to make the player aware of the consequences of the destruction of the rainforest. Based on scientifically accurate information, *Lost Secret of the Rainforest* shows the critical inter-relationship among species and why we must protect the environment if our planet is to survive.

Lost Secret of the Rainforest is yet another example of the power of interactive entertainment as a learning tool. While the program can be played for its story value alone, the high degree of player involvement and the way you must apply your imagination and factual knowledge to win make it more than a simple diversion. You

inevitably sharpen your mental skills and gain a solid understanding of critical ecological and environmental issues.

Lost Secret of the Rainforest is a game that challenges your mind as you explore an exciting new world—a world that's real. 



Lost Secret of the Rainforest is a suspenseful adventure in which you must defeat the real-life dangers threatening the rainforests of South America...



...Among the fascinating creatures you'll meet is the legendary Black Leopard who poses sphinx-like riddles...



...A pair of mysterious creatures whisk you away to the wilds of the uncharted rainforest, a maze of exotic flora and fauna...



..The native people you'll meet are elusive and shy. If you can help them, they'll give you useful gifts...



...Explore one of the most intriguing worlds to appear in any Sierra game, from mist-covered mountains to mysterious caverns.





Ecology & Education: An Interview With Gano Haine

By
Nancy Smithe
Grimsley

Gano Haine is the Game Designer and Director of Lost Secret of the Rainforest, the second installment in the EcoQuest series. She also taught at the junior high level for fifteen years before coming to Sierra On-Line. In a recent interview, she explained how the new game was the ideal medium in which to blend her teaching and designing talents.

InterAction: Gano, why did you select the rainforest as the environment for Lost Secret of the Rainforest?

Gano Haine: When Jane Jensen and I first developed *EcoQuest* as a series concept, we talked about the different places in the world that were startling, were under threat, and had what it takes to produce the identification we wanted for the game. We found rainforests really fascinating. There are several around the world, including those in Australia and Madagascar. The rainforest in *Lost Secret of the Rainforest* is located in South America. Rainforests are exotic and beautiful and mysterious and from an ecological point of view they have everything.

How much research did you have to do to design the game?

Our research was extensive. For example, we gathered an enormous amount of photographic material. One of our art designers actually shot documentaries in the rainforest, so when he builds a photo image he is coming from a real authentic place. We also talked to many, many authorities, including people who go to the region every other week. As you question people, you open up their experience to give you ideas about things you might show.

What type of things did you discover in your research and how did you use them in the game?

We tried to touch on some of the hidden resources of the rainforest, like the medical potential of certain plants, and to be very concrete about what's been lost or is in danger of being lost. For example, in the Madagascar rainforest there's a little flower—the Madagascar Periwinkle—that turns out to be the cure for childhood leukemia. The cure rate has gone from 2% to 98% all because of this little flower. In our game there is a puzzle where Adam has to find a medicinal plant and then find the person

knowledgeable to mix a poultice.

What kind of things did you include in Lost Secret of the Rainforest that came from your experience as a teacher?

Beyond teaching facts—though facts are taught—*Lost Secret of the Rainforest* is designed to affect attitudes and values. Adam, the main character, goes through a learning process about the rainforest as part of the game. He, himself, is very positive toward the environment and represents the kid point of view as he comes face-to-face with things that are new to him. So the player has the opportunity to see the world through his eyes, and to become motivated to do something. We tried to maintain a balanced view. That is difficult because environmental issues are very emotional, and you inevitably contact people who have very deep disagreements about those issues. But we tried to present a balance so that children can make their own decisions about issues rather than push any one point of view. We are more in the business of raising issues than making judgments.

For what age group did you design the game?

We say ages 10 and up, which means that if their parents buy it they can count on the child being able to sit down independently and have success even if the parent doesn't know how to turn on a computer or has never played a game. However, the actual age of players is much, much younger. A lot of 7-, 8-, and 9-year-olds enjoyed the first installment of *EcoQuest*, but they needed a parent to play with them. People play as families, and when they do, the kids in the younger age group have a really good time. My son plays with me and he is 6. We sort of co-play and he gives me ideas. He is getting to the point that he is really solving a lot of the puzzles, but he needs that extra boost of my sitting there with him. I find that younger children like to find out how the game is supposed to be solved, and then they like to go through and replay it and make the whole story unfold. Once adults know how something goes, we are done with it. But I don't think that is very true of kids. I think they like the mastery of knowing what is supposed to happen. It isn't boring for them to play it again. They just enjoy it more and more. In the case of the younger children, they also understand it better and better.

Do you design games differently when you have children as the main audience?

There are a lot more clues and cross references than in an "adult" game. There are two things that never happen in *Lost Secret of the Rainforest*. You never have to restore your game and you never die. If you reach a point where you are at the end of a little story event without success, we have ways

of helping you. For example, we have a helper character. In the story we have a section where Adam, the hero, is tied up in a shack by some unscrupulous people. If his escape attempts fail, he doesn't die. He gets caught and tied up again. His helper friend, who is an insect-eating bat named Paquita, will begin to give out suggestions. If he's caught more than five times the game keeps track and begins to kick in some extra hints. We want to be sure that kids have the help they need if they run into difficulty.

I'm also really careful with the reading level on this game. The text is simpler than in *The Search for Cetus*. It's not 'baby', but I've taken the level down. I've tried to have one sentence instead of three sentences, but have it be the really right and fun sentence. I hope the reading will be more acceptable for more children and that they will require less help with it.

How much interaction did you have with children when designing the game?

The part of game development that is fun for me is working with the kids we have as Beta testers, seeing the game the way they see it. We brought some kids in very early this time. And of course I play the game with my own children.

What impact do they have on the design?

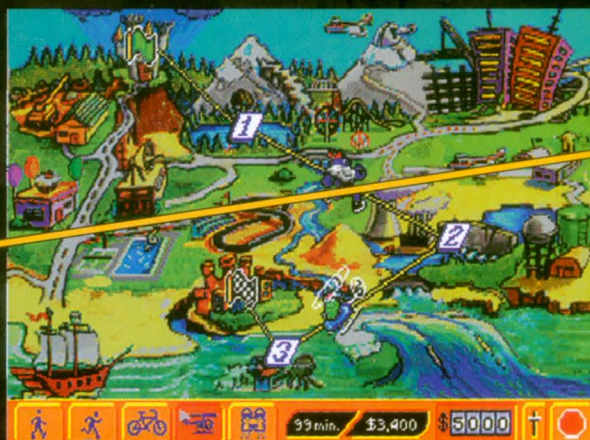
Originally, we had a "climbing" interface (the most interesting part of the rainforest is up in the air, not down on the ground). We discovered the interface was very frustrating for kids, so we immediately changed it.

For kids, the biggest thing in a game is wanting to win. That's how kids talk about it. They want to win the game. Yet we are aware that we are dealing with an important issue. We are not trying to hand kids a piece of sugar candy so that they feel like they've gotten their little bit of environmental thing for the day.

Do you find young children understand the ecological issues presented in the games?

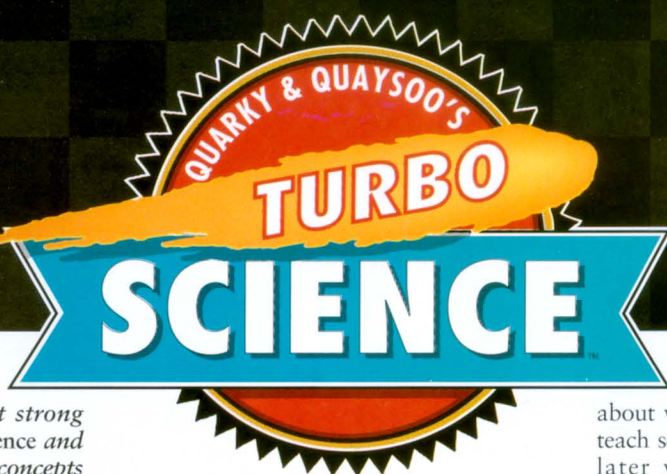
One thing that has become clear to me is that kids are already very knowledgeable, often times more knowledgeable than adults. I think that we are building on a very strong base of work already being done in schools and homes. You see evidence in children's letters that they really do take it to heart. We had a letter from some kids in Finland who played *The Search for Cetus* and then went out and cleaned up a lake in their neighborhood. We hope *Lost Secret of the Rainforest* has the same kind of impact. It's a game that stresses positive values and fun, where a kid can out-think the bad guys and learn about ecology issues while being entertained.





1

Show off your science smarts in
Quarky & Quaysoo's Turbo Science—a frantic race for
knowledge across the loony landscape of Elkjaw Country.



"Academically, Turbo Science is a powerful learning tool. Extensive classroom tests suggest strong linkage between playing Turbo Science and the comprehension of vital science concepts and terminology."

— Sam Miller, PhD,

National Center to Improve the Tools of Educators,
University of Oregon

When you stop to think about it, the world is filled with lots of neat stuff. It's even neater when you know why the stuff does what it does — like how ships big as cities can float or how bats can catch insects in mid-air in the dark or why you see lightning before you hear thunder. You can find the answers to these and thousands of other cool things in *Quarky & Quaysoo's Turbo Science*, one of the newest games in the *Sierra Discovery Series*.

In *Quarky & Quaysoo's Turbo Science*, you race computer opponents across the loony landscape of Elkjaw County and answer questions at checkpoints along the way. Each location covers a different area of physics or chemistry, like wave motion at Big Wave Beach or electrical circuits in the lab at Dr. D. Vious' castle. There are twenty different science stops, and sooner or later you'll pass through them all.

You move to the finish line by answering questions like "Which object makes electromagnetic waves?" or "In which level of air does sound travel fastest?" For many questions you'll have to take measurements using the different instruments in the game's

— OR —
**Are you sure this
is how Mr. Wizard
got started?**

on-screen toolbox. You can use the scale for example, to weigh robots, the sound meter to read the decibel level of a rock band, or the thermometer to take the temperature of Gunner Penguin. Other handy tools include a voltmeter, a tape measure, and a light meter, and most give readings in both English and Metric units. There's also a "Detective Eye" feature you can use to check out the various objects at a location.

The unique tools in *Turbo Science* help you interact with people, animals, objects, and the environment at every checkpoint. This interaction assures that you discover science, not just memorize facts. By seeing and comparing sizes, speeds, and scores of other factors, you'll begin to understand basic concepts of physics and chemistry (e.g., mass, acids, momentum, atomic structure). You'll also quickly realize that science is

based on critical thinking. You have to look around and think about what you see. It's an unusual way to teach science, and it's lots of fun. Sooner or later you'll come to a *Turbo Science* question that really stumps you. While you could just guess at an answer, it's hard to win the game just by guessing because there are stiff penalties if you're wrong. The smart thing to do if a question baffles you is to take some time out for research.

Many good things happen when you CLICK on the Research icon. Game time stops, opposing teams stop, and a box pops up and tells you where to look in *Quarky & Quaysoo's Turbo Science Research Guide* for help. This radical looking little book packs scores of useful facts, definitions, and explanations into 145-pages of silly stories and outrageous cartoons. Use the *Research Guide* to find the answer you need. Use it to learn things you didn't know before. Use it, and you'll end up even smarter than you are now!

If you answer a question correctly, money plunks into your game bank and Quarky and Quaysoo — your space-elf teammates — go nuts and flip around the screen. If your answer is wrong, you'll lose money from the bank and the Quarksters will encourage you to try again.

You use game money to buy jet packs, anti-gravity boots, hang-gliders, and the other excellent modes of transportation you'll need to get from checkpoint to checkpoint. The faster the transportation, the

by Rich DeBaun



You'll learn shocking facts about electricity at Dr. D. Vious' Castle.



Turbo Science transportation includes jet packs, antigravity boots, and hang-gliders.

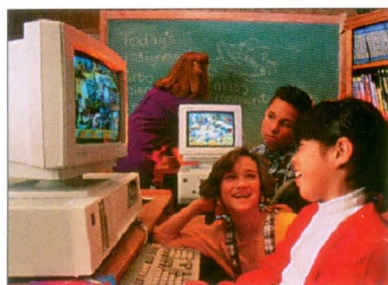
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more it costs. To beat the best computer opponents, you'll have to answer a bunch of questions right and buy the fastest vehicles. Fortunately, you get to select your own difficulty level, taking in the 2,300 questions and experiments at your own pace. Win enough races, and the program will enter your name in the game's Hall of Fame as World Turbo Science Champion.

To become a World Turbo Science Champion, you have to do some serious learning. The design team consulted with award-winning science teachers, experts in learning theory, and kids to create a game that would present the fascinating world of science as never before.

Does it work? Can kids really learn physics and chemistry by playing *Turbo Science*? There's clear evidence they can. As part of product development, the game's developers tested groups of 5th-, 6th-, 7th-, and 8th-graders before and after they played *Turbo Science*. The results confirmed the game's effectiveness as an educational tool:

- Both kids with little previous science knowledge and kids with a lot of previous science knowledge significantly improved their awareness of science concepts and terminology by playing *Turbo Science*.
- The tests showed a strong linkage between the number of hours playing *Turbo Science* and the improvement in test scores. After playing *Turbo Science*, students increased their average test scores by about 40% (the percentage of correct answers improved from about 57% to about 80%).
- Although academic research shows that girls, in general, don't like physical science and chemistry as much as boys do, our tests demonstrate that girls "significantly increase their science knowledge" while playing



After playing *Turbo Science*, students increase their average scores on special tests of basic physics and chemistry concepts by 40%.

Turbo Science and have fun doing it.

The game's designer, Jeff Tunnell, couldn't be happier. "Parents obviously don't want to waste money on software that is going to bore their kids and be hidden on a shelf in two or three days. Parents also want to avoid flashy products that hypnotize kids but teach nothing. In today's competitive world, parents can't risk wasting their child's precious learning time on second rate glitter."

Quarky & Quaysoo's Turbo Science offers first rate glitter wrapped around solid science and proven learning principles. It clearly stretches kids' minds and teaches them the basic knowledge and vocabulary they'll need for future study.

The game also increases computer literacy by showing kids how to use their computers in a new way — as machines which can measure and collect data about people and objects in an "external" environment, increasing their computer literacy.

As you've probably figured out by now, *Quarky & Quaysoo's Turbo Science* is a different kind of learning experience. Aimed at the middle school crowd, ages nine through fourteen, it's an entertaining romp that integrates science and math in a fresh, engaging way. It's a patient teacher and a powerful entertainer, combining the technological sophistication of video games with competition to show the basics of physical science to kids.

Jeff Tunnell and his design team wanted to create a fun "game" kids could learn from while playing, and they've succeeded beyond their wildest hopes. They've not only opened a window to lots of the neat stuff in the world, they've added one more really neat thing to it—*Quarky & Quaysoo's Turbo Science*.



3



Select colorful opponents like the Liquidators and the Cool City Maulers to match your mood or skill level.

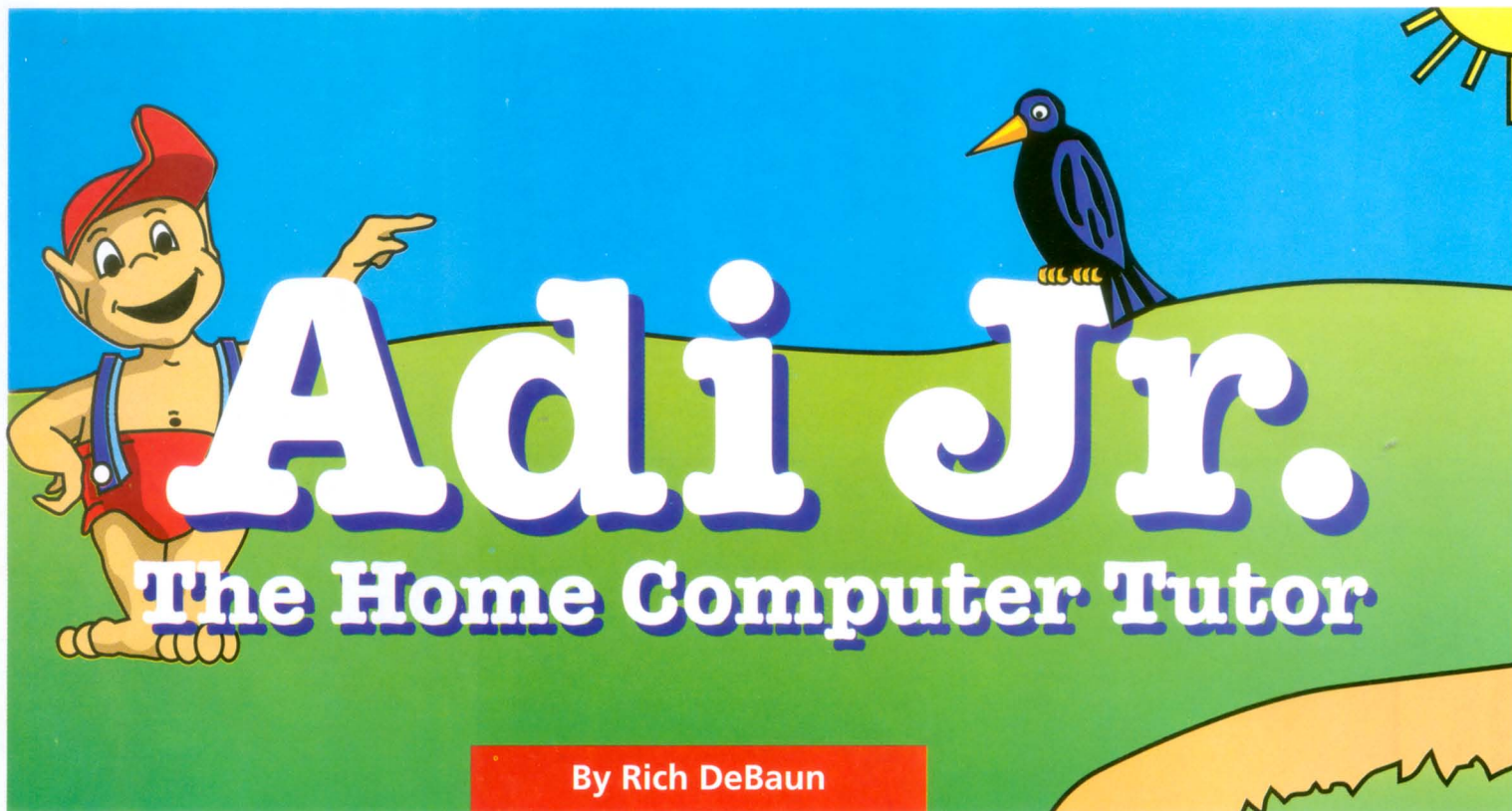
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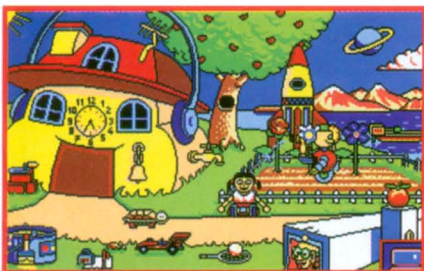
Quaysoo



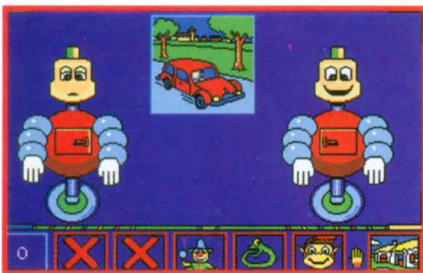
The onscreen toolbox is filled with handy instruments to help you figure out answers.



By Rich DeBaun



There's a yard full of fun to explore at Adi Jr.'s house.



Colorful, animated characters encourage your child's progress.



Adi Jr. mimics a robot gymnast to help kids learn pattern recognition skills.

Parents are concerned as never before about their children's schooling. In our increasingly competitive world, we all want our children to have as good an education as possible. Now Coktel Vision has created a package of learning games called *Adi Jr.* you can use to help your children get a head start in school.

Adi Jr. turns your computer into the home teacher it was meant to be. Already among the best-selling learning software in Europe, this two-volume set introduces reading and arithmetic fundamentals, develops logic and problem-solving skills, and helps children become comfortable with computers. This combination makes *Adi Jr.* one of the most complete learning programs you can get for your pre-school or kindergarten scholar.

Ideal for young learners

Designed specifically for youngsters aged three through seven, *Adi Jr.* presents information in ways that make it easy for early learners to remember. The animated main screen displays the exterior of *Adi Jr.*'s house and is packed with fun. There's a ticklish turtle who zooms by in a jet pack, a garden where flowers tended by a robot gardener grow before your eyes, and mischievous birds who steal apples from a tree. There's a slot-car game that lets you design your own race track, an hilarious face-maker game, a set of drawing tools — twenty different activities altogether, creating an environment that engages and keeps your child's interest.

However, these activities are more than just entertaining diversions to amuse your

child. They sharpen mental skills and teach useful knowledge. Selecting the clock on the front of *Adi Jr.*'s house, for example, triggers an introduction to telling time that also illustrates the unfolding of time. By moving the hands on the clock, your child can make the hours pass and chime, see day and night follow each other, and see images that show the different activities of the day. During this, the time is also shown on a digital clock. Other activities at *Adi Jr.*'s house let your child practice short-term memory, hand-eye coordination, organization, and mouse control.

Adi Jr. is the ideal program for a child's first encounter with computers. It features intuitive, point-and-click controls so any child who can move a mouse can use it. The mouse cursor appears as an open hand. When it's moved onto something kids can activate, it changes to a hand with a pointing finger. Touch the sun, and the scene changes from day to night. Touch a distant mountain, and it changes into a volcano that spits out numbers. Touch the rocket ship parked in *Adi Jr.*'s yard, and it blasts off, circles in space, and returns. The objects are big targets and the activation areas generous, so kids don't have to have precise control.

Teaches math and reading in one program

When children click on the door to *Adi Jr.*'s house, they're given the opportunity to try either math or reading games. As in the main screen, they start individual games by clicking on various objects in the math or reading master screens. Each of the sixty games teaches one or two simple concepts.



This modular structure lets kids tackle learning in easily understood, bite-sized pieces.

For example, there are fifteen letter-recognition and word-recognition games in Volume 1's reading area. Selecting the domino in the master reading screen starts a jigsaw puzzle game in which you have to reassemble pieces of words so they make sense. Selecting the giant monkey starts a game in which scrambled words must be put in proper sequence.

Similarly, selecting objects in the main math screen starts games that teach counting, number recognition, number order, addition, subtraction, multiplication, and division. The games range from beginner puzzles like putting the house numbers for *Adi Jr.*'s neighborhood in order, to more challenging ones in which you have to keep running totals or make rudimentary calculations. In a typical game of this type, children are shown two boxes, each containing different items like fairies and wands, fish and fishbowls, or worms and apples. The boxes are labeled with either a number (e.g., 5) or a simple problem (e.g., $6+3$). The object is to choose which represents the greater amount. If you answer correctly, you must pick the number that represents the difference.


Sometimes reading and arithmetic reinforce each other as in the game where you match words and numbers. Other games help your child practice basic logic, organizing and grouping, and shape- and color-matching. There's enough variety and challenge to keep your child learning for a long, long time.

Kids can learn at their own pace

Children can play these games at any of three skill levels. At the simplest level of the paint-by-numbers game, for example, you must match the numbers written in the drawing to use the right color. At higher levels, the picture areas are labeled with math problems you have to figure out to know which color to use (e.g., $1+7 = 8$ so you'd use color "8" from the palette).

Each game has special control icons in a row along the bottom of its screen. Using the icons, kids can restart games, select a skill level, get on-screen help, or quit with just a click of the mouse button. You'll find your children will need minimal supervision playing *Adi Jr.* as they quickly discover they're in control of the computer.

Throughout play, *Adi Jr.* himself acts as a friendly, personal tutor. This warm cartoon character encourages your child to keep trying for correct answers, offers helpful hints, and celebrates your child's successes. Infinitely patient, he always uses positive reinforcement, never reprimanding for incorrect answers. He is the perfect home teacher.

Educators agree that vivid, pleasurable experiences are the easiest to remember. Child psychologists say children are likely to do their best learning before they get to school. Coktel Vision has applied these concepts to create a pleasant, supportive learning environment that can really help your children learn effectively. *Adi Jr.* is an effective way to help your children build a solid foundation for a successful academic future. 



Kids use imagination and logic to complete on-screen stories.



Select an object on the screen and begin any one of fifteen different math games.



Kids explore an open story book to learn basic reading skills in Volume 1 of *Adi Jr.*

MIXED-UP MOTHER GOOSE

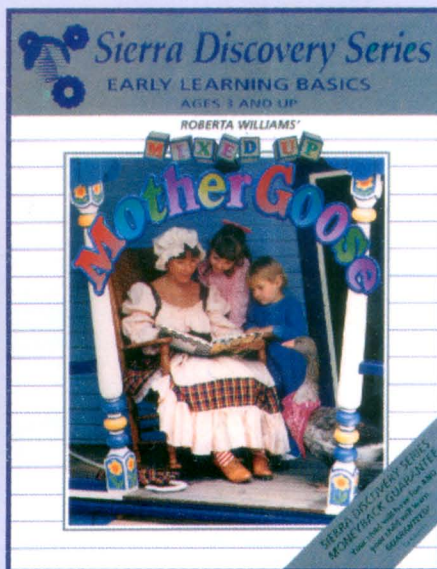
Roberta Williams was already famous as the leading designer of animated adventure games when she turned her hand to producing an educational game for children. The result of her efforts was a charming and beautiful adventure for young minds. In *Mixed-Up Mother Goose*, children are magically transported to the land of Mother Goose and her rhymes. There they must help Mother Goose restore her rhymes by retrieving and returning various lost items to their rightful owner. Children are rewarded for their efforts with animated enactments of each rhyme once the rhyme is restored.

The original *Mother Goose* was an instant classic, but over the years technology moved on. The low resolution graphics of the original began to look dated, and the PC speaker couldn't do the kind of music that Roberta knew Sierra was capable of. Given the continued popularity of the game, it was only natural that *Mother Goose* be upgraded.

Today there are two versions of this classic children's game. If you are fortunate enough to own a CD-ROM, you can play the multi-media version of *Mother Goose*. This version features 256-color VGA graphics, a full MIDI soundtrack, and digitized voices for all of the text and rhymes in the game in English, French, German, Spanish and Japanese. *Mixed-Up Mother Goose* CD-ROM has been recognized as an outstanding game and has received awards from the Software Publishers Association (Best Early Education Product) and Parenting magazine (Best Children's Software for Pre-Schoolers).



Mixed-Up Mother Goose was selected by the Software Publisher's Association as the Best Early Childhood Education Program of 1990.




The second version of *Mother Goose* is available on floppy disk. This version has the same outstanding graphics and soundtrack as the CD-ROM version. And while floppy disks cannot hold all of the digitized text of the CD-ROM version, Sierra's programmers were able to squeeze digitized recordings of all eighteen rhymes onto the disks. The result is a great multi-media experience.

In both versions of *Mixed-Up Mother Goose* children can choose the character they will play as in the game. There are several characters to pick from representing a variety of ethnic groups. Play has been enhanced in several ways that make it more appropriate than ever for young players. The game's interface is completely mouse-driven. The keyboard is not required at any point in the game. The various actions that can be performed are depicted with large pictorial buttons that are on the screen at all times making it easy for even very young children to play.

Sierra's standard game interface has been refined and streamlined. There are only two basic actions for children to choose from:

walking and talking. To walk, children simply point and click where they want to go. The game then figures out how to navigate around obstacles to reach that point. To talk to any character, children click the mouth on the character. The game also has a map that shows where all the main characters are and which rhymes have already been solved so children won't get lost. *Mother Goose* even features an auto-save function so that children can quit at any time without having to start over or figure out how to type a save game name.

At the end of the game, children are rewarded with a gala celebration featuring all the characters they've met in their travels. But the fun isn't over! *Mother Goose* is completely replayable. Each game is different with the items from each rhyme placed in different locations for each new game. Children, particularly young children, love playing *Mother Goose* again and again.

Mother Goose introduces children to the fun of the classic Mother Goose rhymes and stories. The CD-ROM version is playable for all children, even pre-readers, since the text is completely digitized. The floppy disk version is best suited for early readers, though it can be played by pre-readers if an adult plays along to assist with the text. Both versions are beautiful games that have fascinated children for years. Sierra recommends that parents play this and all of our educational products with their children. This will ensure that children get started on the right track, and lets parents share in the fun. The joy and feeling of accomplishment that children experience when they "solve" a rhyme is not to be missed. 



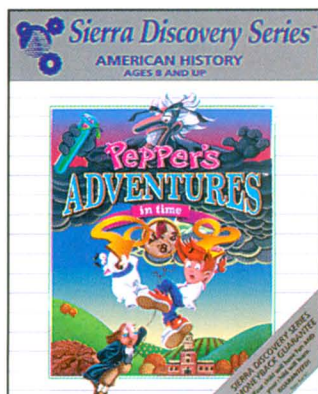
Kids can put together *Mother Goose*'s most famous nursery rhymes, now with digitized sound and colorful animation.

by

STUART MOULDER

Pepper's ADVENTURESTM

in time



Even Ben Franklin is uncertain whether it's 1764 or 1967? Travel back in time with Pepper Pumpernickel and her dog Lockjaw, to see if you can set history straight. Players learn American history through the life and inventions of Ben Franklin. It's filled with historical puzzles and whimsical humor. There's even a special icon for Lockjaw so you can sniff out clues, and bite intruders. History has never been this twisted, or this fun!

Since we don't all think like dogs, here are some important hints on how to act like a dog:

When Lockjaw is in Ima's Boudoir

1. Wake up and get kissed by Ima. It can be an unpleasant experience.
2. Use your teeth on the doggie bone and pick it up. Get up on the bed and hide the doggie bone.
3. Use your teeth on the water dish and get a drink.
4. Now get sniffing, and go over to the dresser and smell the petit fours (small cakes).

5. Use Lockjaw's teeth on the dresser and chew a hole in it. The petit fours and the room key fall out.

6. Bite each of the petit fours and pick up the Room Key.

7. Take the Room Key and hide it in Lockjaw's doggie bed.

Suddenly the butler comes in and tries to give Lockjaw a bath!

There are several ways to get rid of the butler.

1. Use Lockjaw's teeth to scare him away.
2. Use Lockjaw's paw to knock him over.

3. Use Lockjaw's fleas to drive him away. The butler will spin the trick bookshelf and go away.

4. Now use Lockjaw's teeth on the Cuckoo Clock to open the secret door, walk in.

5. With Lockjaw's teeth bite the shroud to reveal the doggie shrine.

6. Sniff the rat hole with Lockjaw's nose. Enlarge the opening using his teeth, then walk through it and into the secret passage.

7. At the end of the secret passage is a fireplace, look at the fire and spy on Percy and the General.



It's not always a dog's life when you play as the character of Lockjaw. Ima's affection can be a hard bone to take. But you'll sniff out the answer.



Secret tunnels and passageways lead to where only a dog can go. It's a special game experience when you can sniff, bite and hide objects.



There are plenty advantages to being a dog, you can spy on conspirators and listen in on their plans. If something doesn't smell right, bite it!

Game hints are available by:

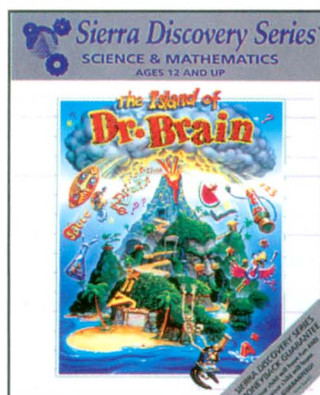
SIERRA BULLETIN BOARD SERVICE
209-683-4463

HINT BOOKS
through Sierra Sales Department
800-326-6654

...Or call the 24 hour AUTOMATED HINT LINE
900-370-5583

Cost of the service is 75 cents per minute. A touch tone phone is required to use the service. Callers under the age of 18 must get their parent's permission before calling the hint line. ABSOLUTELY no hints will be provided through the customer support lines. At this time, the automated hint system is only available within the United States. All contents are copyrighted by Sierra On-Line and may not be reproduced in any form without express written permission.

The Island of Dr. Brain



Oooops, Dr. Brain forgot to tell you that the island is booby-trapped, and it will take some real original thinking to make it through. This brain-entertaining game will test your knowledge of science, math, and language, plus there are logic challenges and puzzles. Variable difficulty settings make the game accessible to ages 12 and up, while a random puzzle feature means you can play the game over and over without running into the same challenges.

You can think of *The Island of Dr. Brain* as a conglomeration of quizzes, puzzles, brain-teasers and syllogistic situations. One of the toughest puzzles is the *Tower of Hanoi*. With a little bit of algebra and some basic knowledge about the binary number system you can easily solve the *Tower of Hanoi* puzzle.

In this solution you will discover not only the minimum number of moves you need to make to solve the puzzle, you will also discover which disks to move, and where to move them. You will be given a mathematical formula that will apply to any *Tower of Hanoi* puzzle no matter how complicated or elaborate it might be.

Follow these simple steps to solve the Tower of Hanoi:

1. Number the disks from 1 to 3, the smallest disk being 1 and the largest disk being 3.
2. Calculate the number of moves needed to solve the puzzle using this simple algebraic formula:

$$2n - 1 + \text{number of moves}$$

$$n = \text{number of disks in the puzzle}$$

For a tower puzzle with three disks, you will need to make a minimum of 7 moves.

3. Make a table listing the moves. Show the move number in base 10 (the number we use) and base 2 (the binary system used by

mathematicians and computer programmers). The digits of the binary numbers should be shown in columns. Label the first column from the right 'disk 1', the second column from the right 'disk 2', and the third column from the right 'disk 3'.

Solution for Tower of Hanoi Puzzle with 3 Disks

Move#	Move#	Move	Move
(base10)	(base2)	Disk #	Disk #to
1	1	___	___
2	1 0	___	___
3	1 1	___	___
4	1 0 0	___	___
5	1 0 1	___	___
6	1 1 0	___	___
7	1 1 1	___	___
	disk disk disk	___	___
	3 2 1	___	___

NOTE: For a tower problem with 3 disks, the binary numbers will take up three columns, for a tower problem with 4 disks, there will be 4 columns, and so on.

4. Complete the table using information 'hidden' in the binary numbers.

Q. How do you know which disk to move in each move?

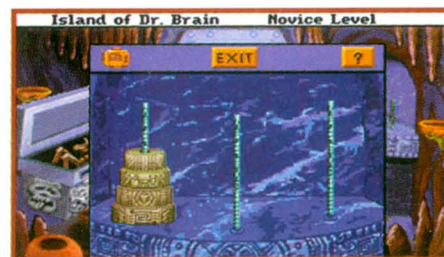
A. Read the binary number from the right to

the left. The first column in which a '1' is encountered is the disk number that is to be moved. For example: in move 1 a '1' is encountered in the 'disk 1' column. So, the disk to be moved in your first move is disk 1.

Q. How do you know where to place the disk in each move?

A. Read the binary number chart from right to left. If there are no digits to the left of the first '1' encountered, then place the disk on any empty tower. If there are an odd number of zeros (0, 000, 00000) then put the disk on any empty tower.

For example: In move 1, there are no digits encountered as you continue to read the binary number from right to left beyond the first '1'. So, move disk 1 to any empty tower.



The Tower of Hanoi puzzle might seem baffling, even impossible but there is a mathematical equation to solve it.

24 Hour automated Hint Line 900-370-5583

Cost of the service is 75 cents per minute. A touch tone phone is required to use the service. Callers under the age of 18 must get their parent's permission before calling the hint line.

Valuable Coupon

Stretch Your Mind And Get \$10

We'll send you \$10.00 just for trying *The Incredible Machine*™ and the Sierra Discovery™ Series

Kids learn best when learning is fun. That's why we created the Sierra Discovery Series — learning software that helps kids, from toddlers to teenagers, with math, history, science, and reading. Featuring titles like *Quarkey & Quaysoo's Turbo Science*, *The Lost Secret of the Rainforest*, and *Pepper's Adventures in Time*, these nine programs develop logic and problem solving skills, stimulate curiosity, and help make children comfortable with computers.

The Incredible Machine is a mind-tickling cross between a puzzle-solving computer erector set and a Rube Goldberg drawing come to life. Using such items as hamster-powered motors, errant bowling balls, gears and

pulleys, and explosives, your goal is to construct machines which accomplish tasks like freeing a cat from a cage or exercising mice or bursting balloons. Some solutions are disarmingly straightforward, others are so devious you can't help but groan aloud when you finally solve them.

For a limited time, we'll send you \$10.00 for treating yourself to any Sierra Discovery Series program and *The Incredible Machine*. Just fill out the coupon below and send it and a copy of your purchase receipt to us. We'll send you a check. Don't miss this terrific opportunity to build your brain, have fun, and get \$10.



☐ YES! Send me a check for \$10.00. Here's my coupon and my original sales receipt(s) for a Sierra Discovery Series program and *The Incredible Machine*.

NAME _____

ADDRESS _____

CITY, STATE, ZIP _____

DAYTIME PHONE _____

TERMS & CONDITIONS: 1. This offer is valid only for games purchased between February 15, 1993, and September 30, 1993. 2. This offer not valid with any other coupons or promotions. 3. One rebate per household. 4. This offer expires October 10, 1993. 5. Mail this coupon and a copy of your sales receipt(s) as proof of purchase to: SDS/TIM Rebate Offer, Sierra On-Line, P.O. Box 485, Coarsegold, CA 93644.

CUSTOMER SERVICE

By Vince Geraci

YOU'VE GOT A FRIEND...SIERRA'S CUSTOMER SERVICE

When Sierra On-Line designs a game, they keep one thing in mind, FUN. But when Sierra sells a game, they know CUSTOMER SERVICE is their #1 priority. It's simple, if you're having a problem getting a game to run properly, you're not having fun. So, every Sierra game is protected by a squadron of highly trained representatives whose mission is to terminate your problems fast. They protect your inalienable computer entertainment rights of fun, freedom from hassle and the pursuit of adventure.

For more than a year, Sierra On-Line has had toll free call-in Customer Service at (800)-743-7725. You get your problems solved on the spot and it doesn't cost you a dime. Sierra's qualified and friendly staff provides excellent assistance on any questions you may have regarding:

- Direct purchases
- Return and replacement policies
- Shipping status of orders
- Answering general game questions
- Sales promotions
- Sierra On-Line company policies

Sorry to say, Sierra's staff can't tell you how to stop a leaky faucet, but you might get a good recipe for pizza if you talk to the right person. Sierra's Customer Service will do just about anything to get your game installed and running on your hard drive so you can get playing as quickly as possible.

HOW TO GET IN TOUCH WITH SIERRA'S CUSTOMER SERVICE

SSSSST, TELL 'EM KEN SENT YA

Sierra's Customer Service representatives are available Monday through Friday from 8:15am to 4:45pm P.S.T. If you need assistance before or after regular business hours, you can find a fountain of information via Sierra's automated Customer Service phone line. Sure, you won't be talking to the 'real McCoy' but the automated system provides fast-to-the-point answers to customers' most frequently asked questions.

Get into this: If you're like me this may have happened to you. You've gone around for weeks telling your family and friends how badly you want a certain Sierra game. Next thing you know it's your birthday and you wind up with two or three of the same game.

Or, you get a game as a gift and it's not compatible with your computer. You might even be the unlucky recipient of a game that was damaged in transport. No problem. This is just one more reason why Sierra's Customer Service is so great. You'll get a fast and quick response from Sierra's Customer Service and your problems will be solved. Just call, toll-free 1-800-SIERRA5 (1-800-743-7725).

OOOPS! CAN I GET A REFUND OR EXCHANGE A GAME

Getting refunds for anything can be a real headache. At Sierra refunds and exchanges are a breeze. Plus, the representatives are so friendly and some of them are really funny, by the time you get a solution you'll feel like you never had a problem. If for any reason you want a refund or exchange of your Sierra game, this is all you'll need to do:

1. If you have purchased your game direct from Sierra within the last 30 days, then please fill out the "Return and Exchange Information" sheet on the back side of the pink packing slip and send the entire game to Sierra.
2. If you purchased your game from a RETAIL store, you can get a refund when you send the entire game to Sierra with a short explanation of your problem (this helps us improve our service) and your sales receipt.
3. If you wish to use the credit of your purchase price toward another product send in: A. The game, documentation and box; B. Proof of purchase price; C. A check, money order or charge card number for any difference between the purchase price of the game you are returning and the new game you have chosen. The address is: Sierra On-Line, Inc., P.O. Box 600 Coarsegold, CA 93614-0600, ATTENTION: Customer Service

OUCH! YOU NEED TO REPLACE YOUR DISKS OR GAME DOCUMENTATION

Relax. Sierra knows accidents happen. Sure you can tell them your dog ate the disks (Is he still alive?), or that your 2 year-old thought they were Frisbees (Nice catch!). No matter. In the event that any of your game disks are damaged, Sierra will gladly replace your disks, FREE for the first 90 days of game ownership. After 90 days there is a \$10.00 handling fee for replacement. So, install your game as soon as possible after you receive it and check to see that the disks are undamaged. Make sure you send in your warranty registration card. Game registration assures you faster service and a

FREE subscription (4 issues) to *InterAction Magazine* (U.S. & Canada only).

Mail in the game 'Disk #1' to Sierra On-Line in a letter-size envelope (if you're sending a 5.25" disk #1, cut it in half), send in a copy of your sales receipt dated within 90 days. Also, include a note detailing your computer hardware and the problem you're having. Include your name, address, and daytime telephone number. BE SURE to specify which size disk you want in return (if both size disks were included in the package, you will receive the same size replacement set as the 'Disk #1' that you returned).

If for some reason your game documentation is lost or destroyed, it can easily be fixed. Send Sierra your game 'Disk #1' (cut 5.25" disks in half to fit the envelope), include \$5 or \$10 (some games have documentation that read like books and require higher prices). Call Sierra's Customer Service first (They like to talk). Sierra will send you new documentation for your game and your original 'Disk #1'. Or, mail to: Sierra On-Line Inc., P.O. Box 485, Coarsegold, CA 93614, ATTN: Returns

YOUR FLOPPY DISK GAMES SPARKLE ON CD'S

Anyway, if you've followed the latest trend of upgrading your PC with a CD-ROM drive, you'll be needing CD upgrades of your favorite Sierra games. Sierra On-Line offers a disk to CD exchange service that is cheap and easy. Call first to see if the game you want is available.

HERE'S THE SCOOP ABOUT THE SIERRA GAME/SPRINT SERVICE OFFER

How do I get my first FREE Sierra game? When you make your first Sprint long distance call, you'll receive a certificate for a FREE Sierra game.

How do I get my second FREE Sierra game? After using Sprint for 6 months, and spending at least \$20 each month in any 3 of those 6 months you will receive a second certificate for another free Sierra game. Any other questions regarding your Sierra/Sprint offer, such as eligibility, order status, shipping status and game availability can be answered by calling Sierra's Customer Service at:

**1-800
SIERRA5**
(1-800-743-7725)



...IF YOU NEED A HELPING HAND

By Mike Weiner

Creating a computer game is a complicated process. There are so many types of computers with many different configurations, it's nearly impossible to include compatibility files for every computer system (especially those customized computers). But, there are ingenious ways to fix your problems.

Sierra creates specially programmed files, called "Patches". These are usually a couple of files for a game or hardware fix that are easily copied into the game's directory. And, once installed, the next time you play the game, your problem will be solved.

When you call Sierra's Technical Support (209-683-8989), you are given the option to press a number (from a touch tone phone) that will take you into a sophisticated Automated Help Service. When you request "Patch Disks", there is no charge. And, if you have a modem you can dial into the Sierra BBS at (209) 683-4463 and download them from the Library of Files. There are complete instructions on the Sierra BBS to help you.

PATCHES, I'M DEPENDING ON YA...

Here Are Just a Few of The Patches

FBPATCH.EXE—Updates *Front Page Sports: Football* by Dynamix to version 1.2. It contains new features and game improvements.

QG1PATCH.EXE—Fixes the slowdown problem in *Quest for Glory I* (the icon-based version).

A10PATCH.EXE—Corrects joystick control in *A-10: Tank Killer v. 1.5* on faster 386 and 486 computers.

RBVGA3.EXE or **RBVGA5.EXE**—Corrects joystick control in *Red Baron* on faster 386 and 486 computers.

ACEPATCH.EXE—Updates any version of *Aces of the Pacific* to version 1.2.

For The Best Sound Around Use These General MIDI Patches:

GEND110.EXE—D110 General MIDI Driver.

GENMIDI.EXE—General MIDI Drivers GS MIDI Roland SC.

GENPRO1.EXE—General MIDI Driver for Proteus 1 synthesizer.

GSMT32.COM—Enables an MT-32 to emulate a General MIDI synthesizer.

Help is just a push button away 24 hours

a day. If you use the automated system and discover you need a "Patch Disk," you can leave a message along with your address and a "Patch Disk" with instructions will be sent to you. This Help system covers computer lockups, sound card-related problems, memory issues, and many others for Sierra's disk-based and CD-ROM games.

HEY, NO PROBLEM

Common Technical Questions

Answered By Sierra's Technical Service

Tech Tip involving the screen message "INIT 408" in *Football*.

PROBLEM: If you get this message when you play the *Front Page Sports: Football* simulation, the problem is most likely that you did not have enough hard drive space.

SOLUTION: This usually happens to users with *Stacker*, *SuperStor*, or a similar file compression program. To solve it you will have to free up 22MB of hard drive space.

Tech Tip that solves 'sound-ware' problems

PROBLEM: If a message comes up when you try to start a game that says "Unable to initialize your music/audio hardware".

SOLUTION: You may want to check and be sure that there are no conflicts between the settings on your sound card and another device on your system. If you are running on a fast 386 or 486 computer, you may need either a new sound driver (available from Sierra On-Line or the Sierra BBS), or simply re-run the **INSTALL** program in the game's directory and change the Music selection to **AdLib**.



FLYING BY THE SEAT OF MY PANTS

By "Hot Doug" Johnson

I get the most enjoyment from a flight simulation game when I use a joystick. It feels more realistic and gives you more control when you're flying a plane in a flight simulator. I used to play *Battle of Britain 1940* using a mouse, but after getting a joystick, I can't imagine how I ever managed to do so. The joystick is a more intuitive flight device than either the mouse or the keyboard. I grew up glued to the screen of air combat movies, and I imagined myself right in the cockpit when I read WWII air combat books. Now that I make my living playing flight simulators and helping others learn to fly and fight, I want to share some of my inside tips with my fellow aces.

STRAPPED IN FOR BATTLE

Since I am right handed, I used to hold the joystick with my left hand and fly with my right hand. Controlling the joystick in this way for long periods of time resulted in serious hand cramps. But I had to hold the joystick steady somehow because the thing would jump around the table due to the excessive body english I apply when "getting into the dogfight." Plus, the *Aces Of The Pacific* game really requires the use of rudder to effectively fight and it is difficult to use keyboard rudder control when both hands are occupied holding the joystick in place. I had to find some way of securing the joystick with something other than my left hand. The other problem was that if I bolted the joystick to the table, I would have to keep fastening and removing the joystick depending on which game I played.

GENIUS INVENTOR

Then it hit me. I could mount the joystick on my leg! I remembered that I had a couple of feet of 2" Velcro. So, I cut about a 1 foot strip of both male and female Velcro, opened the bottom "clamshell" of the joystick and wedged the Velcro into the space, then I secured the case back on and I was jamming. Now, no matter which angle I sit in my chair, the joystick is comfortably within reach, and directly in front of me. My left hand is free to apply rudder, make throttle changes, and change views. Does it work? It works for me and believe me, my *Aces of the Pacific* and *Red Baron* scores prove it. I usually beat my opponents by a leg. Try it.

There are four different types of FACEMAKER programs on The Sierra Network

Quick Change Artist

Confessions of a Multi-Persona TSN Player

by Vince Geraci



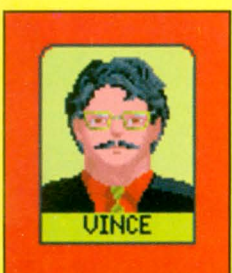
SierraLand lets you be a kid again and it's fun to create an adolescent-type persona of yourself.



In MedievaLand you can be human or non-human characters like a gremlin, a barbarian, a ranger, a dwarf, a troll, or a wizard.



In LarryLand you can become a cool dude or dudette, a true lounge lizard, or a friendly 'joe'.



In the Club House, you can really get close to your true appearance, interest and game skill levels.

The house was dark except for the glow of my computer monitor as I wearily finished my day's work. I was about to shut down my computer, when I thought, "I need something to cheer me up." So I fired up *The Sierra Network*, and entered *ImagiNation*.

The first thing I had to do was create my 'persona'. *The Sierra Network* has a really cool feature called FACEMAKER. It has such a wide variety of facial features, I created an amazingly accurate picture of what I look like. Admittedly, I boosted my self-image a bit. I created a handsome, well-rounded game player and man of the world. I looked very GQ. (Editor's note: Not! Author's note: Did!)

THEATER OF THE MIND

While I was hanging out in the *Club House* in the *Card Yard Waiting Room* on TSN, I noticed a new arrival with the name of "Picard." Next thing I knew, someone else showed up using the name "Riker." I left the *Waiting Room*, went back to the FACEMAKER screen and created, "Data", my favorite *Star Trek* character.

As soon as I got back to the *Waiting Room* as Commander Data, a crew member on the TSN 'Enterprise' yelled, "Captain! The Romulans are powering up their phasers. We're under attack!" I (Data) suggested to Riker that we go to red alert. Captain Picard ordered Worf to load photon torpedo bays. And it went on and on...it was a blast!

While we were pretending to play *Star Trek* with each other, I was involved in a game of *Hearis* with a group of other TSN folks. What action! I was typing like a maniac and my mouse was scurrying about the pad as if it was being chased by a cat!

THREE WEEKS LATER...

Over the next three weeks, I turned into a masquerading maniac with a menagerie of character personas. I was a sensitive, bespectacled, and bearded older man named Leo. An instant later, I was Stella, a rich chick from Dallas with an attitude.

I found that it was easier to get invited to play different games when I took on different personas. As Gorgon I could play in *MedievaLand* all night, but as Sheba, it took a long time to get anyone to let me join a quest. No one wanted to play *Chess* with Linda, but it was easy to get an opponent as Vladimir. I would transform myself into a sporty woman to play *Miniature Golf*, or I'd be a jock and play *PaintBall*. I even went on-line as a yuppie who needed to relax with a game of *Backgammon*.

And then there was *LarryLand*...

THE JUGGLING GENDER-BENDER

One Friday night I logged on to *The Sierra Network* to play *Poker* in *LarryLand* and it seemed like everyone was involved with someone else. On a whim, I went back to the FACEMAKER and recreated myself as a woman. Building this female persona on TSN was fun in itself. The *LarryLand* FACEMAKER allows you to be very specific. Criteria: long blonde hair, slim, buxom, full lips, perky nose, sophisticated jewelry accessories and good

taste in fashion. She should be smart but funny, and clever but vulnerable (ok, burn me at the stake for being a male chauvinist pig).

Whoa! My monitor lit up like a Christmas tree. Now I had no trouble finding a Friday night *Poker* game. I'll give it to you straight, some of the guys' ideas for a bet had nothing to do with money. *LarryLand* is for adults only. The conversation and games can be racy. If you take offense to bawdy language, sexual remarks or suggestive innuendoes, *LarryLand* may not be for you.

A couple of guys asked me if I'd like to hang out with them in *Lefty's Bar*. I had never been in *Lefty's*, even as a man, but I had heard that there were some fun games to play there like, *Liar's Poker* (you play it with the serial numbers from Larry Bucks), *Larry Libs* (this is a fun, silly game where everyone contributes to one topic), and *Veracity* (like Truth or Dare).

We all met up in *Lefty's* and this guy, Jack, who was being a real gentleman politely asked me if he could give me a kiss, (remember, I'm on TSN as a woman). I politely turned him down. Then, the other guy started complimenting me on how attractive my persona was. I began feeling like I was in the wrong place as the wrong sex. When they asked me to play truth or dare (*Veracity*), I knew that was my cue to get out of there. I quickly returned to the *Waiting Room*.

As I was recreating my male persona, it occurred to me that the anonymity of being a made up character on TSN allows people to be bolder, tougher, sexier, and FRIENDLIER. It was kind of funny that I had been on the receiving side of a Leisure Suit Larry pick-up. Boy, did I ever find out how embarrassing it is for women when they meet up with guys like Leisure Suit Larry. But that's why it's called *LarryLand*, it's just a game, and it's really fun to play both sides of a bar stool.

Most of TSN is protected by a COMPLAIN feature that keeps truly rude people away. And, no matter where you are on the network you can always click on the PRIVACY or MUTE mode to lock out all outside communication.

LET YOUR FINGERS DO THE TALKING

Masquerading on TSN is exciting fun. I found out about all kinds of social relationships in my roles as Leo, Stella, Gorgon, Sheba, Linda, and Vladimir. Now I have TSN friends coast to coast. We send each other e-mail letters, and leave messages to each other on the bulletin boards. I've been to TSN parties. I've gone on TSN outings to places like Disneyland, and I even went on a campout in Yosemite National Park. When you come right down to it, a person's real personality is truly the most important factor when it comes to making friends.

Dig this. No matter what part of the country my friends live in, I can talk (type) to them or send them letters without the cost of long distance phone bills. When I log-on to TSN, I connect to a Telenet phone system right in my home town, so I only pay for a local call. It's a great way to keep in touch with long distance friends.

The Sierra Network has really made the world a smaller and friendlier place. I just never knew it could be this fun.



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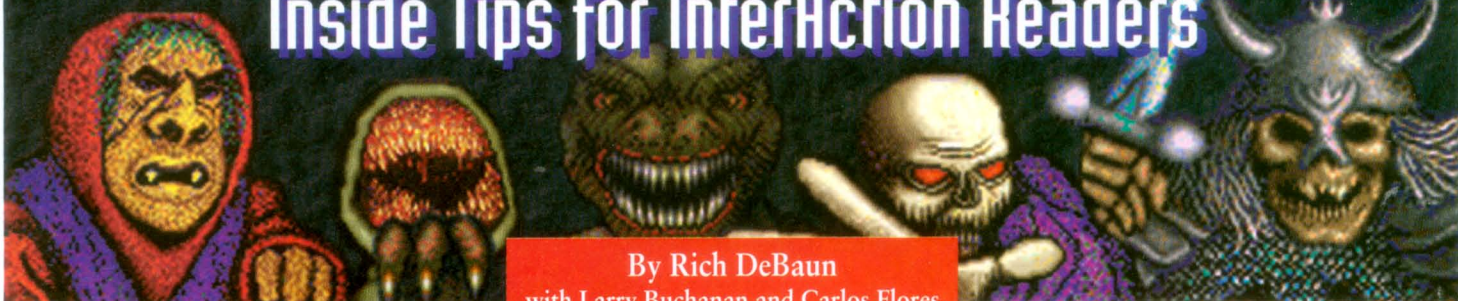
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Offer # 273

Yserbius Survival Lore

Inside Tips for InterAction Readers



By Rich DeBaun
with Larry Buchanan and Carlos Flores

MedievalLand is a detailed, interactive world on The Sierra Network in which you and other adventurers attempt to penetrate the mysteries of Yserbius, an enchanted volcano riddled with uncharted dungeons. Unlike solitaire computer games, the barbarians, wizards, and other fantastic creatures you meet in Yserbius could be either computer-generated characters or real people—TSN subscribers like yourself, playing on-line from around the country. To get you started on the right foot, here are some hints gathered from several veteran Yserbius adventurers.

It was a busy night at the Twinion Tavern. As I clicked through the colorful adventurers listed on the board, the battle-scarred Innkeeper tending bar gave me a grin of welcome:

"Greetings, newbie! Need some help?"

"You bet," I typed back. "I'm brand new to Yserbius and haven't a clue what I should be doing."

"Don't worry," the Innkeeper replied. "We were all beginners once. What would you like to know?"

I began typing furiously: "How come my potions keep disappearing? What's a Carnivore Medallion good for? What's the best armor? Where can I find the Thieves Key? Is it better to have a Harmony or Chaos alignment...?"

As I ran out of typing room on my screen, the Innkeeper interjected a message. "Hold on!" he typed. "Let's begin at the beginning..."

The Innkeeper's Advice

In *Yserbius*, the Innkeeper said, your best survival tool is knowledge. While you can pick up a lot of information on-screen (by clicking on items with the right mouse button), the first thing you should do is print out a copy of the game's documentation. It describes the skills, spells, races, and guilds and explains basic game mechanics, like how to communicate with other players, how to have combat, and what to do the first time you enter the dungeon (e.g., pick up your weapons and put on your clothes, dummy). To print a copy, go to the TSN Town Hall, select "Print Documentation," then select "Print TSN Manual," then select "*Yserbius.doc*."

The messages other adventurers post in the taverns are another good source of information. You can get some very specific tips here, like "Voranti's Key is in Dragon Overlook (jump into pit at four north and five west from SW corner of Level 6 map)" or "Seek the blue metal in the Castle Gate Bazaar." It's a good idea to check the taverns in each node every so often for new posts.

And don't be afraid to ask other adventurers for help. You'll quickly find *Yserbius* is one place it pays to talk to strangers. There are official YSHelpers from TSN in the Beginners I and Beginners II nodes to help newbies get started. Elsewhere, there are plenty of folks, like us Innkeepers, who are happy to share information or give advice. Personally, my advice is to pay attention to how you build your *Yserbius* character.



Teamwork will be your key to success in Yserbius. For best results, include several different races and guilds in your party.

A Role By Any Other Name

The choices you make when you first build your character, the Innkeeper continued, will affect your adventure from start to finish.

The first thing you should do is dump the default name the TSN program supplies and give yourself a unique monicker. A dungeon full of Leahs and Grunts can cause frustrating communications problems. Since only the first four letters appear on the party-member icons in the dungeon, a nice touch is to make sure the first four letters of your character's name make sense as a nickname.

Your choice of guild and race determines the skills and spells you'll start with and in what sequence you'll get new ones. However, with

the exception of barbarians, who never get the Control spell, eventually you'll acquire all skills and spells regardless of your guild or race. Some folks think human characters are the easiest to play because they're the most balanced, but you should consider how some races and guilds complement each other when you make your selections (e.g., elf wizards and troll barbarians).

The effects of sex and alignment are a little more subtle. Sex simply limits your character's appearance. It has no bearing on play except for how other players relate to you. Similarly, there is no advantage to either chaos or harmony alignment—although if you enter places that are not of your alignment after being warned not to, your attributes will drop as punishment.

The key to character buffness is efficient attribute point allocation. It's wise to build initiative first, because at lower levels the only way to survive some battles is to be the first one to get the boot in. After you gain a couple experience levels and find your attribute stats can't be raised anymore, you should go looking for the stat-improving fountains scattered around the dungeon, like the Fountain of Initiative on the first floor of the Labyrinth. These fountains exist to reinstate the points you can lose if you go where your alignment isn't welcome. However, if you avoid losing points and visit the fountains after you're maxed out, you should gain extra points.

Keep in mind you don't have to spend points as soon as you get them. You can hold off until you acquire skills or spells you really want to pump up. While you normally gain skills and spells as you advance in level, you can also pick up some skills simply by visiting certain parts of the dungeon. You can find Detect, Pick Lock, and Pickpocket, for example, in the Thieves Den.

Everyone's favorite spell is Control (which can also be purchased in the Guild Hall as a one-shot Sovereign scroll). Death Darts, Blast, Heal, and True Seeing are also high on the list of preferred spells. When developed to the maximum, Death Darts causes 450 points damage on all enemies, Blast causes 1,600 points on a single enemy, and Heal restores

1,000 health points to the party member of your choice. Just be careful not to raise spells too high for the amount of mana you can muster!

The Adventurer's Career Path

Once you've got your act together, the Innkeeper went on, it's time to take it on the road. Depending on how you count them, there are over a dozen different quests waiting to test you inside the dungeons of Yserbius. The typical adventurer's career goes through three or four broad stages as he or she searches for the ultimate challenge inside the volcano (your exact mileage may vary depending on race and guild).

With a character whose experience level is below twenty or so, you should spend your time thoroughly exploring the upper levels of the dungeon. Your goal should be to learn as much as you can about the creatures and items you encounter while putting some meat on your bones. Write down any clues you discover about the quests and carefully note the locations where you find keys and magic items. In fact, it's worth it to cover every spot on the map. Detect and True Seeing don't always show everything. Suicide jumps into chasms sometimes reveal safe landing spots on a lower level. Sometimes you'll stumble across magic items in out-of-the-way corners. And sometimes you have to bump into things to find them. Some of the walls in the Thieves Den, for example, are illusions. You can simply walk through them.

Arm yourself with the armor, weapons, and other stuff you find and check your statistics to see what happens. Potions and scrolls get

used up. Spells in magic weapons also get used up, but the weapon remains in your inventory. This is a good time to make friends with other newbies and share information. Avoid the urge to hitchhike with super-experienced adventurers down to levels of the dungeon you're really not ready for. Not only are you more likely to get killed in combat (and lose experience points and valuable booty), but also many areas of the dungeon cannot be entered until you reach the required experience level.




Check your statistics when you arm yourself with new weapons, armor, or items. Most booty you collect as you explore the dungeon will improve your attributes in some way.

It's at this beginner level that you'll learn the basic combat skills. You'll learn to hit magic-using enemies first, since they can render you helpless or worse with the right spell (nothing is more embarrassing in this game than having an enemy cast a Control spell on you so you end up killing yourself). You'll learn to put purple and blue people in the back of the bus, that

ranged weapons are generally worthless (unless magical), and that frequently the best battle tactic is to flee.

Somewhere between experience levels fifteen and twenty, it's time to quit worrying about pumping your stats and start trying to solve quests. You probably won't need a resuscitator anymore, since at this level either you or someone in your party will know a Resuscitation spell. In combat, you should be strong enough to rely less on defensive spells, but not enough to get too cocky.

Teamwork and interaction with other adventurers will be your keys to success. While you might make it through the first few levels of the dungeon on your own, the deeper levels are just too tough to survive alone. You and other Yserbius adventurers will need to band together for mutual protection and help each other solve the game's many puzzles. A party made of characters whose experience is between level thirty and thirty-five should be able to complete the final quest, albeit with difficulty. After reaching experience level forty, you should even be able to do many of the quests on your own. Some quests, however, can never be completed by a single player. They are designed to require coordinated action by different adventurers.

Follow my advice, finished the Innkeeper, and you just might survive your battles with monsters, wizards, and our other resident creatures, find the many hidden chambers and treasure hoards, and discover the ultimate secret of Yserbius itself! 

Gear & Goodies for Adventuring

Here is a list of some of the items for sale in the Guild Hall, along with their basic effects on character attributes. Effects are significantly increased if a character has the appropriate weapons skill.

Item	STR	DEF	AGI	INI	DEX
Shortsword	—	—	—	—	+1
Broadsword	+1	—	—	—	+4
Longsword	+2	—	—	—	+8
Katana	+2	—	—	—	+25
Axe	—	—	—	—	—
Battle Axe	+2	—	—	—	+12
Club	—	—	—	—	+2
Mace	+1	—	—	—	+6
Morningstar	+1	—	—	—	+12
War Hammer	+3	—	—	—	+75
Quarterstaff	+1	—	—	—	+12
Staff of Splintered Oak	+2	—	—	—	+18
Spear	+1	—	—	—	+2
Halberd	+2	—	—	—	+25
Sling	—	—	—	—	+2
Short Bow	+1	—	—	—	—
Longbow	+2	—	—	—	+12
Crossbow	+1	—	—	—	+18
Buckler	—	—	—	—	—
Round Shield	—	+1	—	—	—
Oblong Shield	—	+1	—	—	—

Item	STR	DEF	AGI	INI	DEX
Leather Cap	—	—	—	—	—
Head Chainmail	—	+1	—	—	—
War Hat	—	+1	—	—	—
Helmet	—	+2	—	—	—
Cloth Jacket	—	—	—	—	—
Leather Jacket	—	+1	—	—	—
Chainmail	—	+1	—	—	—
Breastplate	—	+2	—	—	—

Bibbity-Bobbity-Boo!

Here is a list of some magic scrolls for sale in the Guild Hall, along with the spells they cast:

Refresh Scroll	Refresh
Halo Scroll	Aura
Scroll of Protection	Energy Field
Scroll of the Sun	Fireballs
Crystal Scroll	Hail
Shaman Scroll	Blast
Sovereign Scroll	Control

STR-STRENGTH DEF-DEFENSE AGI-AGILITY INI-INITIATIVE DEX-DEXTERITY

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1. Complete the words we've listed below based on the definitions given. (The *Take-A-Break! Crosswords* puzzles they come from are listed in parenthesis.)
2. Write your answers clearly on the back of a letter-size envelope.
3. Type or legibly print your name, address, and phone number on an 8.5"x11" sheet of paper. Put the paper in your envelope and mail it by March 31, 1993, to: TAB Crossword Contest, Sierra On-Line, PO Box 1103, Oakhurst, CA, 93644.

If your envelope is one of the first ten randomly drawn correct entries, we'll send you the Sierra software product of your choice. **Good luck!**

(As usual, all entries become the property of Sierra On-Line, prizes will be awarded at the sole discretion of Sierra On-Line, and employees of Sierra On-Line and its subsidiaries are not eligible to win. This offer is void where prohibited by law.)

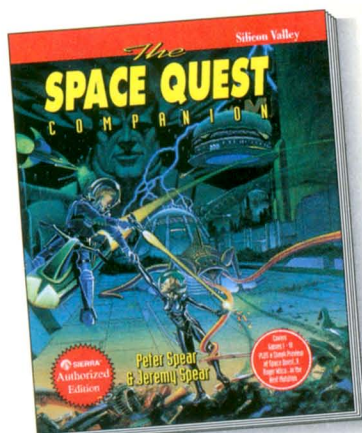
- | | | |
|-------|--------------------|-------------------------|
| 1. T | Servile flatterer | (33 down, Medium 17x17) |
| 2. A | Land measure | (2 down, Medium 13x13) |
| 3. B | Club for Carew | (43 down, Hard 13x13) |
| 4. C | Quiets | (25 down, Medium 15x15) |
| 5. R | Sounded a doorbell | (11 down, Medium 15x15) |
| 6. O | Stench | (49 down, Hard 15x15) |
| 7. S | Foxy | (69 across, Easy 17x17) |
| 8. S | Thick slices | (49 down, Easy 15x15) |
| 9. W | Decrease gradually | (43 across, Hard 17x17) |
| 10. O | Leave out | (94 across, Hard 19x19) |
| 11. R | Wanders about | (36 across, Easy 19x19) |
| 12. D | Indistinct | (71 down, Hard 17x17) |

HOT

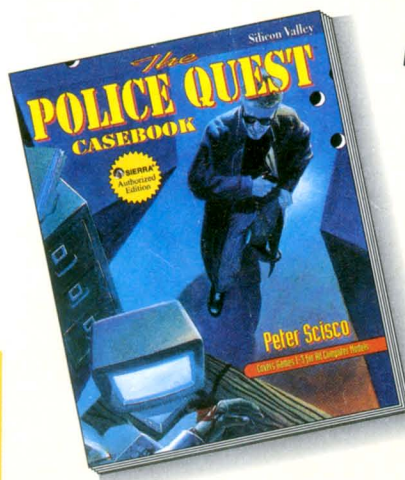
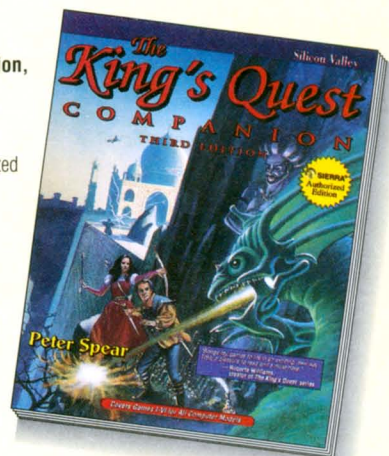
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CARTOON CONTEST



We invite you to enter our **Cartoon Contest** whenever you'd like. We pick a couple winners from our file for each issue of the magazine, and we'll probably continue to do so until we get tired of it.

If you win, we'll give you the Sierra software product of your choice - if you remember to put your name, address and telephone number on the back of your entry (please note your age if you're under eighteen). We'll also print your winning cartoon in InterAction.

WINNERS!

1. Shawn Gentry, Lima, OH, age 14
2. Steve Marsh, Chattanooga, TN, age 15
3. Steve Bloomer, Huntington Beach, CA, age 15
4. Nick Howard, Santee, CA, age 13
5. Robert Chan, Baton Rouge, LA, age 12

Here are some rules:

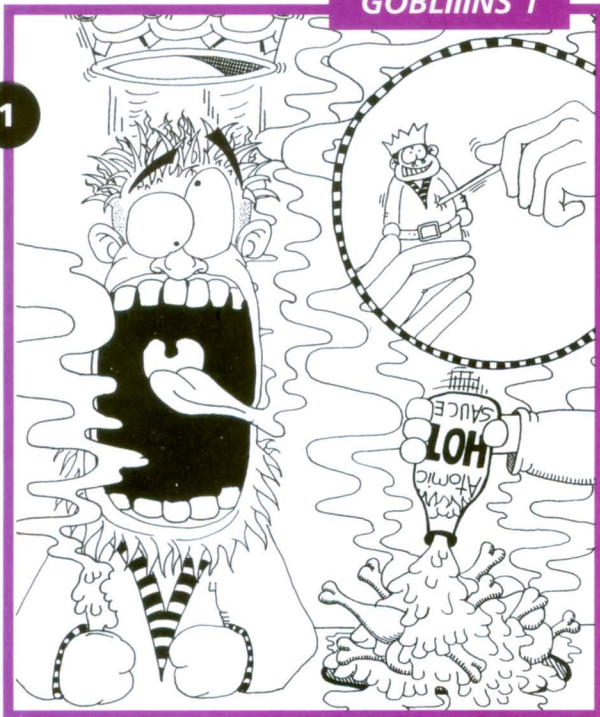
1. Draw your cartoon in black ink on unlined, white paper (8.5"x11"). You can enter as many cartoons as you would like, but we encourage you to mail them all in a single 9"x12" envelope and save a tree.
2. We recommend you avoid using dialogue bubbles in your cartoons (they are often too hard to read). We suggest you type or neatly print captions on an index card and glue the card to the back of your cartoon.
3. We pick winning cartoons on the basis of humor, originality, and clarity. Sometimes we consider artistic skill as well, but we're not promising anything. If your cartoon isn't funny, if it isn't your own idea, or if it isn't drawn neatly, don't send it.
4. Sorry, but because we receive hundreds of cartoons every month, there's no way we can acknowledge non-winning entries. All entries become the property of Sierra On-Line, anyway.
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6. **IMPORTANT!** Please don't - repeat don't - put chain letters, game orders, *Quest* questions, live animals, or any other correspondence in the same envelope as your cartoon entry. You should mail all that kind of stuff separately to:

Sierra On-Line, P.O. Box 485, Coarsegold, CA, 93614

GOBLIINS 1



TSN



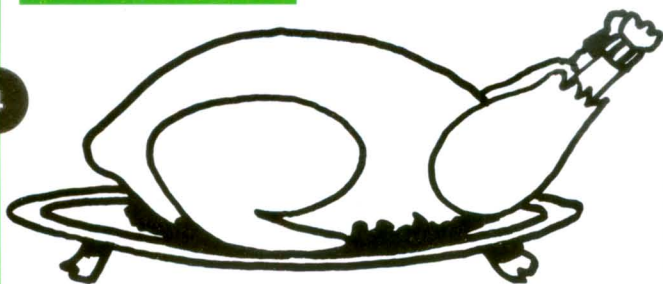
Barbers knew it was only a matter of time before "TSN cuts" caught on.

POLICE QUEST



The off duty missions

KING'S QUEST



Cedric mouths off one too many times.

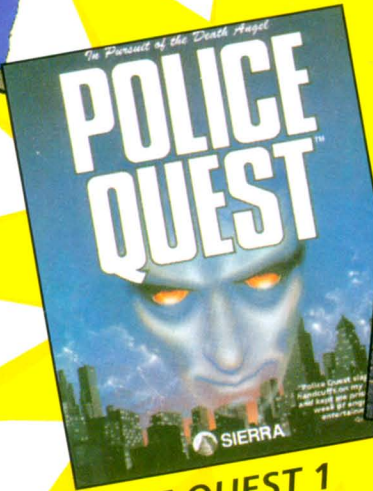
MIXED-UP FAIRY TALES



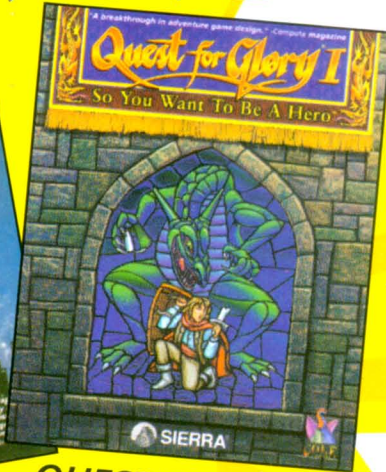
After many hours of frustration trying to solve whether it was the hippo or cow that jumped over the moon, little Timmy reverts to violence.

CRAZY NICK'S

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originally \$29.95



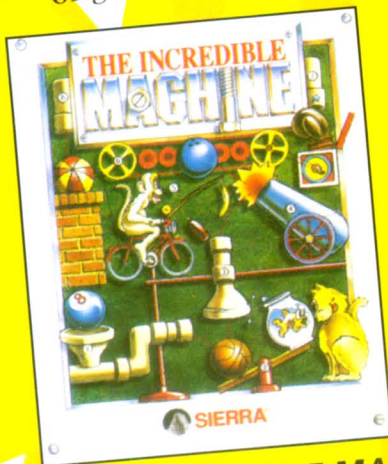
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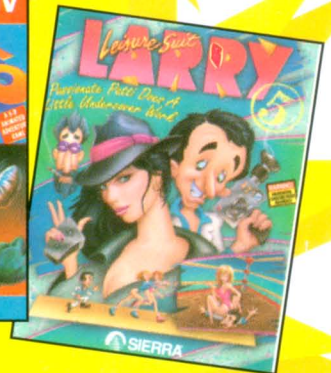
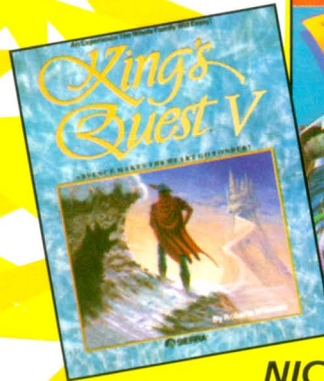


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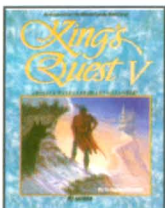
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RUMOR MILL



A PEEK AT WHAT LIES AHEAD (CONTINUED)

Last issue, I used my column space to squawk about what wild and wonderful games might lie ahead in 1993 from Sierra and it's many sibling companies. Despite the extra half page granted to me by the *InterAction* editors for the story, and an attention to concise wordsmithing that is absolutely unheard of for this reporter, I only managed to give readers a small glimpse behind the curtain at the goodies that we'll see in the year ahead. Perhaps I've been spending too much time with the adventure game designers again, because this article is a "sequel" to those printed pages. So I continue, with "A PEEK PART II."

THE ROBERTA REPORT

I left off the last article with the teaser that Roberta Williams was hard at work on a multi-megabyte monster that would again set the industry on its collective ear the way that *King's Quest VI* did this Christmas season. What's the big release? It's *King's Quest VI* for MultiMedia CD of course!

I know. I know. You lucky CD ROM drive owners are now all groaning as you've played *King's Quest V* for CD and it was great and all that, but it wasn't that amazingly super special. Perhaps you're accusing the Magpie of being guilty of taking payola from a Sierra PR flack or maybe just a little guilty of a little too much hype. Well, *King's Quest VI* is special. That special. Why? Read on.

Lets start with the voices. Yes, all CD's have had voices, but not from Robby Benson, voice of the beast in Disney's *Beauty and the Beast*. (Any of you folks see that

movie?) Robby bellows the lead voice for Prince Alexander and turns in a great performance. This talk of audio shouldn't hide the visual improvements of the game, either. For players operating in *Windows*™, the talkers (close-ups of speaking characters), inventory, and icon bar have all been re-illustrated and re-animated in Super-VGA.

And the opening cartoon has swelled from eight megs to over 50 megs in size! The new cartoon is longer, more involved, and features more of the amazing 3-D rendering that awed critics on the disk version.

But the really big news is that *King's Quest VI* CD is the first Sierra title to take advantage of the Bright Star patented lip-sync technology. Bright Star, the Seattle company that became part of the Sierra Family last year, produced the lip-sync masterpiece *Alphabet Blocks*. This same technique is making the new *King's Quest VI* CD the closest thing yet to an interactive movie.

For those of you without CD-ROMS (I refer to you kindly as "peripherally deprived"), now is the time to upgrade. The game will ship as soon as Roberta Williams is satisfied that it's the best ever ("she'll sell no *Quest* until it's the best").

AN ARRESTING DEVELOPMENT IN THE POLICE QUEST SERIES

Last issue, I thought I'd be the first informer to "tip you off" that cop Captain Daryl Gates has relieved Jim Walls of his designers' duties on the *Police Quest* series. When the issue went to press, I found that President Ken released the rumor in his "Inside View" column in the front of the magazine. (If you want to start worrying about your job security, just have someone like Ken Williams start edging in on your gig.)

Well, the rumor was true, and it was recently announced in gossip columns and newspapers all over the nation. (The story,

understandably, got a whole lot of play in his hometown of L.A.). Gates is hard at work on his first Sierra Adventure Game, and word is that his work will definitely be not what you'd expect from a guy that many in Los Angeles gave a bad rap.

As I hear it, the story works around the pressure teenagers feel to join gangs in the inner city, and how good kids sometimes are lured into situations where they fall afoul of the law. While the story offers no apologies for the evils of gang violence, it does seek to provide some understanding of the problems that kids in the innercity face that makes them join gangs for social standing and survival.

I'll caution you to put the hankies away now because while *Police Quest IV* presents clear points of view and emotions of individuals on both sides of the law, it is not bleeding heart in the handling of the subject matter. The real story in the game is that cops can understand all they want that the gangsters of the streets are actually somebody's children, but the duty of a cop is still to enforce the laws and keep the peace.

Gates plans to deliver the realism of police work, but with heavy emphasis on the human element. If people can get past the considerable controversy that made Chief Gates a public figure in the first place (instead of just a public servant) it could provide an interesting and thought provoking view into the problems of America's innercities.

THE SIERRA "ON-LINE" EXPERIENCE EXPANDS

Back in 1970-something when Ken Williams decided to throw the words "on-line" into the name of his fledgling software company, one doubts that he envisioned the kind of wonderful weirdness that was realized when he opened the doors to *The Sierra Network* over a decade later. For those that haven't taken a visit to "The Happiest Place in CyberSpace" in a while, or have never signed on to the *The Sierra Network*, this is one aspect of computer gaming that you just gotta experience firsthand.

Back in November, the opening of TSN's new attractions *LarryLand*, *SierraLand* and *MedievalLand* (also known as *Shadow of Yserbius*) greatly expanded the potential of the services on-line experience, more than doubled the number of on-line games and offerings available for TSN'ers out for a

WARNING: Often right, more often wrong, and occasionally even wildly inaccurate, Johnnie Magpie is *InterAction Magazine's* least controllable and most controversial pseudo-journalist. Management does not endorse, and in fact barely even tolerates, the inclusion of this feature in our publication.

by Johnnie Magpie

good time. The user base of the on-line service more than doubled in the few months around Christmas, and brought an amazing cast of humans to the TSN experience. By the time you read this article, TSN probably will have shipped version 2.1, an update from the November release, so more growth can be expected again as the service heads into the summer ahead.

But, the real story for the Magpie isn't where TSN has been, it's where TSN is going, and after lots of rumors, innuendo and speculation, the fog is beginning to clear as to what the next major versions of TSN will have to offer. The main answers that I've come across are sports, sports and sports, with lots more dark dungeons, strategic sims, and competitive games built in to make TSN even more enjoyable for current members.

As expected, it looks like Dynamix will kick off next football season with a multiplayer version of its award winning *Front Page Sports Football* for *The Sierra Network*. TSN members will be able to play/coach to their favorite teams (including teams they build themselves) and do gridiron battle on-line with other armchair quarterbacks from across the country. A play-along with the TV football game might also make the opening kick off, and a truly awesome Sports Trivia game might even materialize before summer. Rumor has it that a multiplayer golf game is also in the works. (Not the TSN minigolf game, but one with a realistic golf course on par with the best single-player games available).

The deep, dark *Yserbius Volcano* of TSN's *MedievalLand* will get deeper, darker and more dangerous with the addition of new dungeon levels to be explored come summer, and rumors are strong that a fully expanded *MedievalLand* that absolutely dwarfs the popular *Yserbius* roleplaying game might be shipping before next Christmas is over. After this time, plans call for what amounts to a *Dungeon of the Month* club. This is disturbing news to a player like me that still hasn't begun to plumb the depths of the original. (Can anyone tell me where to find a Thieves' Key)?

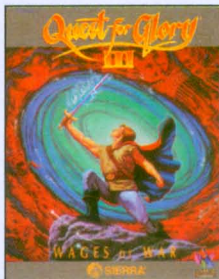
Word is that the plan for future releases will steer more towards player interaction in both competitive and co-operative efforts, though the biggest new area may be the jousting area where brags can become brawls once and for all. Hottest Rumor of them all: Sierra will release a boxed version of *Yserbius* over the summer that will allow both single player off-line and multiplayer on-line play. Watch this mag for more details!

Again, and as usual, this reporter seems to have run out of steam. More news to come next issue, including (if I can fit in in) the first look at the new TSN theme park that right now is being referred to as "*SimuNation*."

Keep those cards and rumors flying! ✈

J. Magpie

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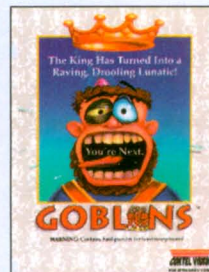


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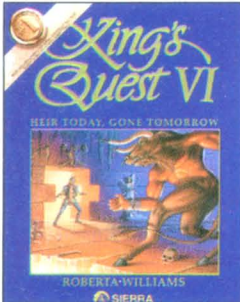
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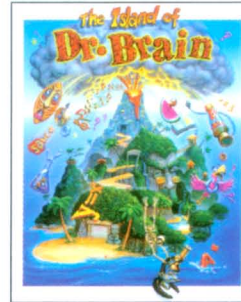
TOP TEN GAMES

1 2 3 4 5 6 7 8 9 10



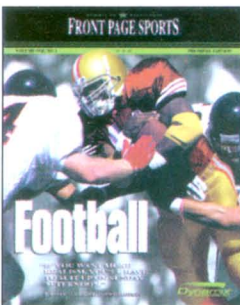
1. *King's Quest VI: Heir Today, Gone Tomorrow*

The most popular series in computer gaming history continues with this elaborate, intricate, and ambitious adventure. Beginners to experts will find plenty of challenge. Fully 30-40% of the game is optional and multiple endings abound, depending on how you play the game. This is an intricate and enchanting adventure for the entire family.



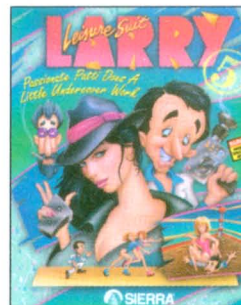
6. *Island of Dr. Brain*

The brain-entertaining doctor whisks you off to his island in pursuit of a really big electric battery. But it will take some real original thinking to make it through the science, math, language, and logic puzzles that await you. Variable difficulty settings make the game great for ages 12 and up, while a random puzzle feature means you can play the game over and over without running into the same challenges.



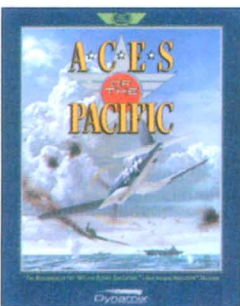
2. *Front Page Sports: Football*

The ultimate computer football game. Combines strategy, stats, and detailed arcade action. Every computer jock will thrill to the fun of creating specialized plays, trading players, drafting rookies, breaking tackles, kicking, punting, or diving for interceptions and catches. You can play as quarterback, coach, or general manager. It's the super bowl winner of sports simulators.



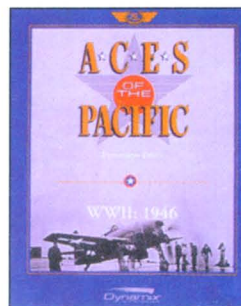
7. *Leisure Suit Larry 5: Passionate Patti Does a Little Undercover Work*

Passionate Patti is a super secret agent, working undercover for the FBI. Larry is working a low-level job for the sleazy show, America's Sexiest Home Videos. Help Larry and Patti take on organized crime, the FBI, the music industry and the United States Congress in a spicy serving of sex, thugs, and rock n' roll. Suggested for mature audiences.



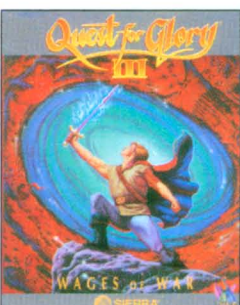
3. *Aces of the Pacific*

Fast action WWII air warfare takes you across the Pacific, over land targets, and into fierce mid-air dogfights. Two mighty nations scream into combat in an entirely new flight simulation war arena. You command flight controls and weaponry that are just like the great historic war planes that conquered the skies in WWII. Strap on your goggles...the Zeros are coming in at 12 o'clock high!



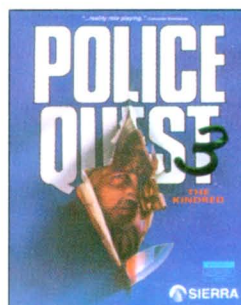
8. *WWII: 1946*

What if President Truman had decided against dropping the A-bomb? Imagine what WWII would have been like if it had continued into the late '40s. This exciting scenario for *Aces of the Pacific* creates a possible history where a new generation of fighter craft, that were on the drawing board as the war ended, enter into the air battles of WWII. The ultimate "what if" flight sim. Requires *Aces of the Pacific*.



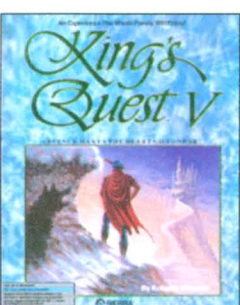
4. *Quest for Glory III: Wages of War*

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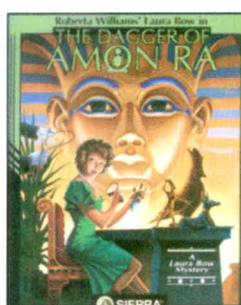
9. *Police Quest 3: The Kindred*

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5. *King's Quest V: Absence Makes the Heart Go Yonder*

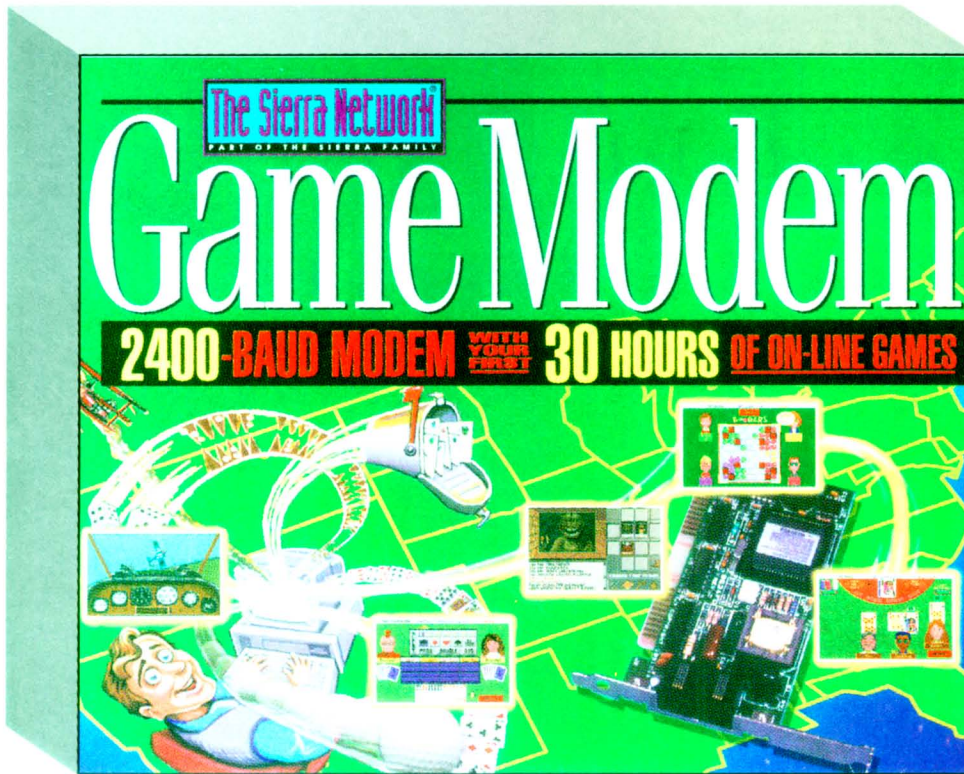
Sierra's ever-popular, richly illustrated and animated adventure. The royal family is missing! Aided by an old wizard and a talking owl, you'll face the mysteries of the dark forest, precipitous mountains, a scorching desert and an ominous ocean as you try to rescue the family. *King's Quest V* is also available in multimedia CD-ROM.



10. *Laura Bow in the Dagger of Amon Ra*

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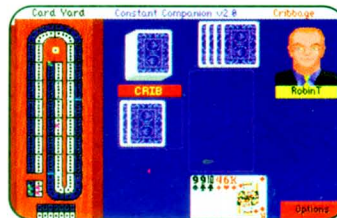
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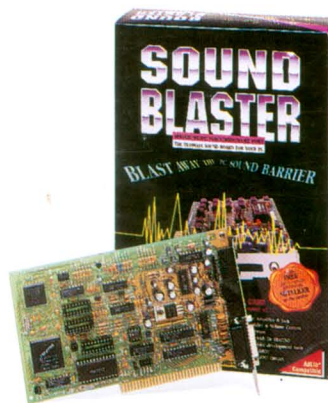
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